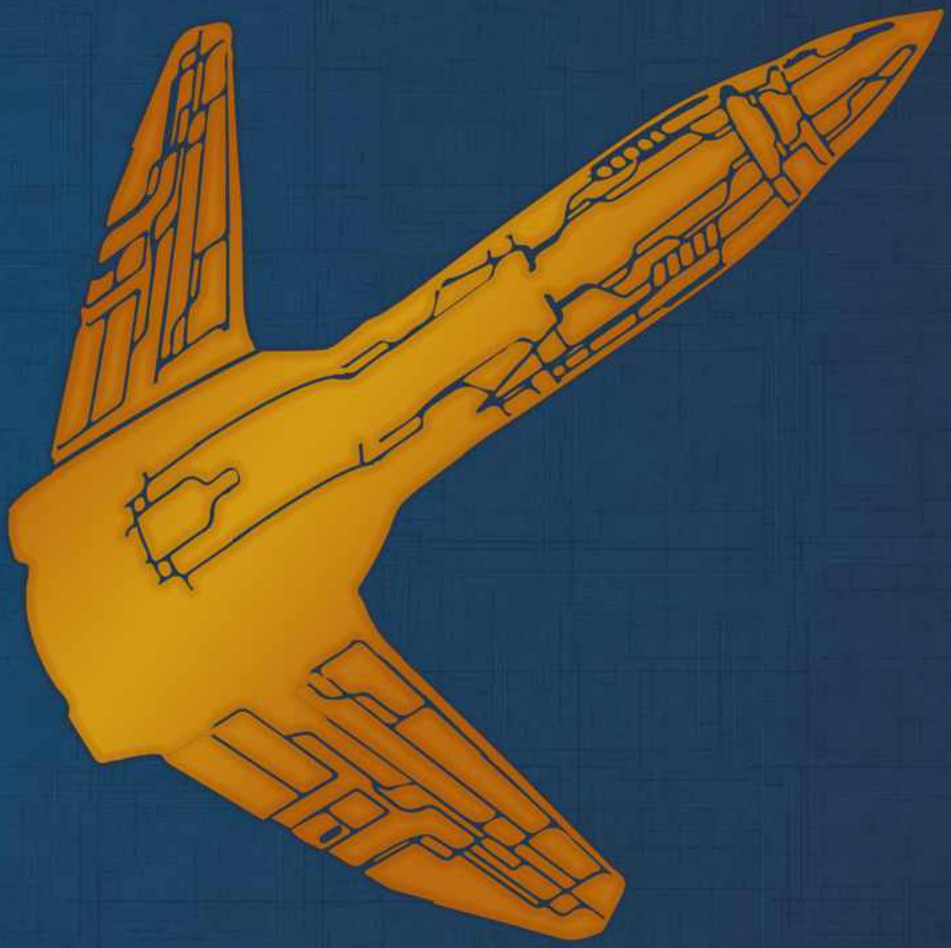
SHIPS OF THE REACH



TRAVELLER

TRAVELLER

PIRATES OF DRINAX: SHIPS OF THE REACH

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FAST TRADER

TYPE-A3

TL12		TONS	COST (MCR)
Hull	200 tons, Streamlined	-	12
Armour	Crystaliron, Armour 2	5	1.2
M-Drive	Thrust 4	8	16
J-Drive	Jump 2	15	22.5
Power Plant	Fusion, Power 135	9	9
Fuel Tanks	4 weeks operation, J-2	41	-
Bridge		10	1
Computer	Computer/5bis	-	0.45
Sensors	Civilian Grade	1	3
Weapons			
Systems	Fuel Scoop	-	
	Fuel Processors (20/ tons day)	1	0.05
	Cargo Crane	3	3
	Aerofins	10	1
Software	Jump Control/2	-	0.2
	Library	-	
	Manoeuvre/0	-	
Staterooms	Standard x 10	40	5
	Low Berths x 20	10	1
Common Areas		11	1.1
Cargo		36	-

TOTAL: MCr 76.5

CREW

PILOT, ASTROGATOR, ENGINEER, MEDIC, STEWARD

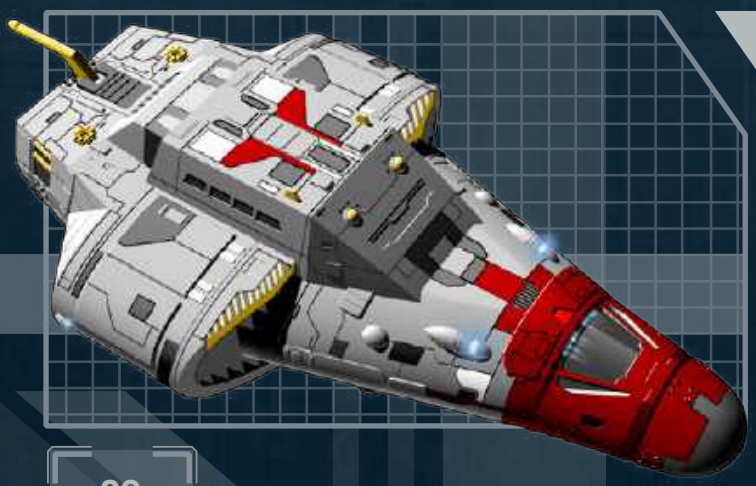
RUNNING COSTS

MAINTENANCE COST
Cr6375/month

PURCHASE COST
MCr76.5

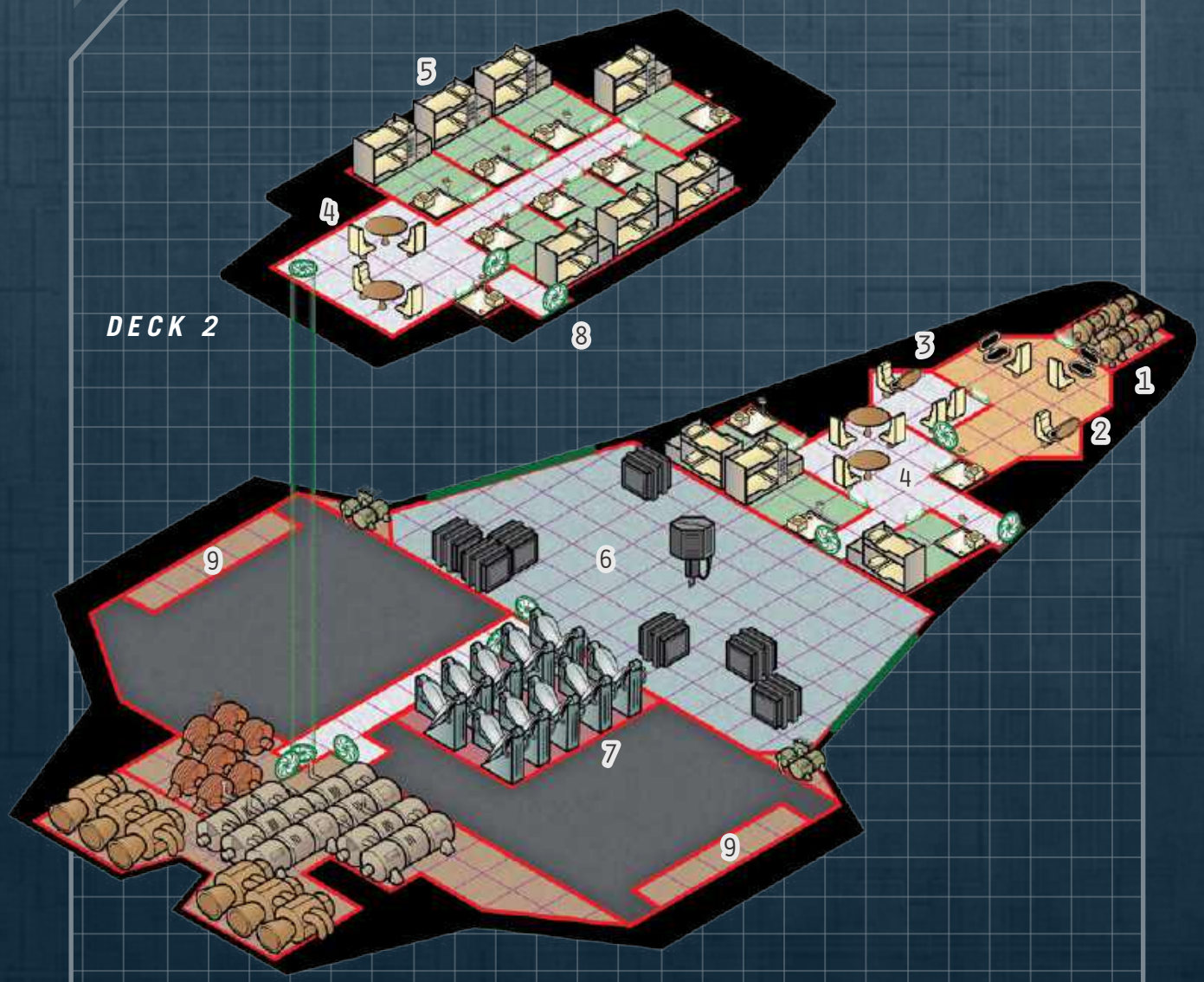
POWER REQUIREMENTS

80 MANOEUVRE DRIVE	40 BASIC SHIP SYSTEMS
40 JUMP DRIVE	1 SENSORS



80
HULL POINTS

Effectively a stripped-down version of the ubiquitous Type-A Free Trader, the A3 Fast Trader gives up cargo space in favour of a more powerful manoeuvre drive and greater jump drive. This translates not only into greater speed but also better agility. In regions of space where pirates and raiders lurk, this extra speed can make all the difference, though the Fast Trader is also popular among pirate forces for the same reasons.



DECK 2

DECK 1

1. SENSORS
2. BRIDGE
3. OFFICE
4. COMMON AREA
5. STATEROOMS
6. CARGO HOLD
7. LOW BERTHS
8. AIR LOCK
9. AEROFIN

STAR RAY-CLASS INTERCEPTOR

XX

TL12		TONS	COST (MCR)
Hull	200 tons, Streamlined	-	12
Armour	Crystaliron, Armour 4	10	2.4
M-Drive	Thrust 3	6	12
J-Drive	Jump 1	10	15
Power Plant	Fusion (TL15), Power 140	7	14
Fuel Tanks	J-1 (twice), 4 weeks of operation, plus Light Fighter	42	-
Bridge		10	1
Computer	Computer/10	-	0.16
Sensors	Improved	3	4.3
Weapons	Double Turrets (beam lasers) x 2	2	3
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops		
	Cargo Crane	3	3
	Heavy Grappling Arm	6	3
	Cargo Scoop	2	0.5
	Forced Linkage Apparatus (TL15)	2	0.5
	Docking Space (10 tons)	11	2.75
	Light Fighter	-	9.09
Software	Manoeuvre/0	-	-
	Jump Control/1	-	0.1
	Library	-	-
Staterooms	Standard x 8	32	4
	Low Berths x 6	3	0.3
Common Areas		6	0.6
Cargo		44	-

TOTAL: MCr 87.75

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEER, GUNNERS X 2, FIGHTER PILOT, MARINES X 6

RUNNING COSTS

MAINTENANCE COST
Cr7312/month

• • • • •

PURCHASE COST
MCr87.75

POWER REQUIREMENTS

60 MANOEUVRE DRIVE

40 BASIC SHIP SYSTEMS

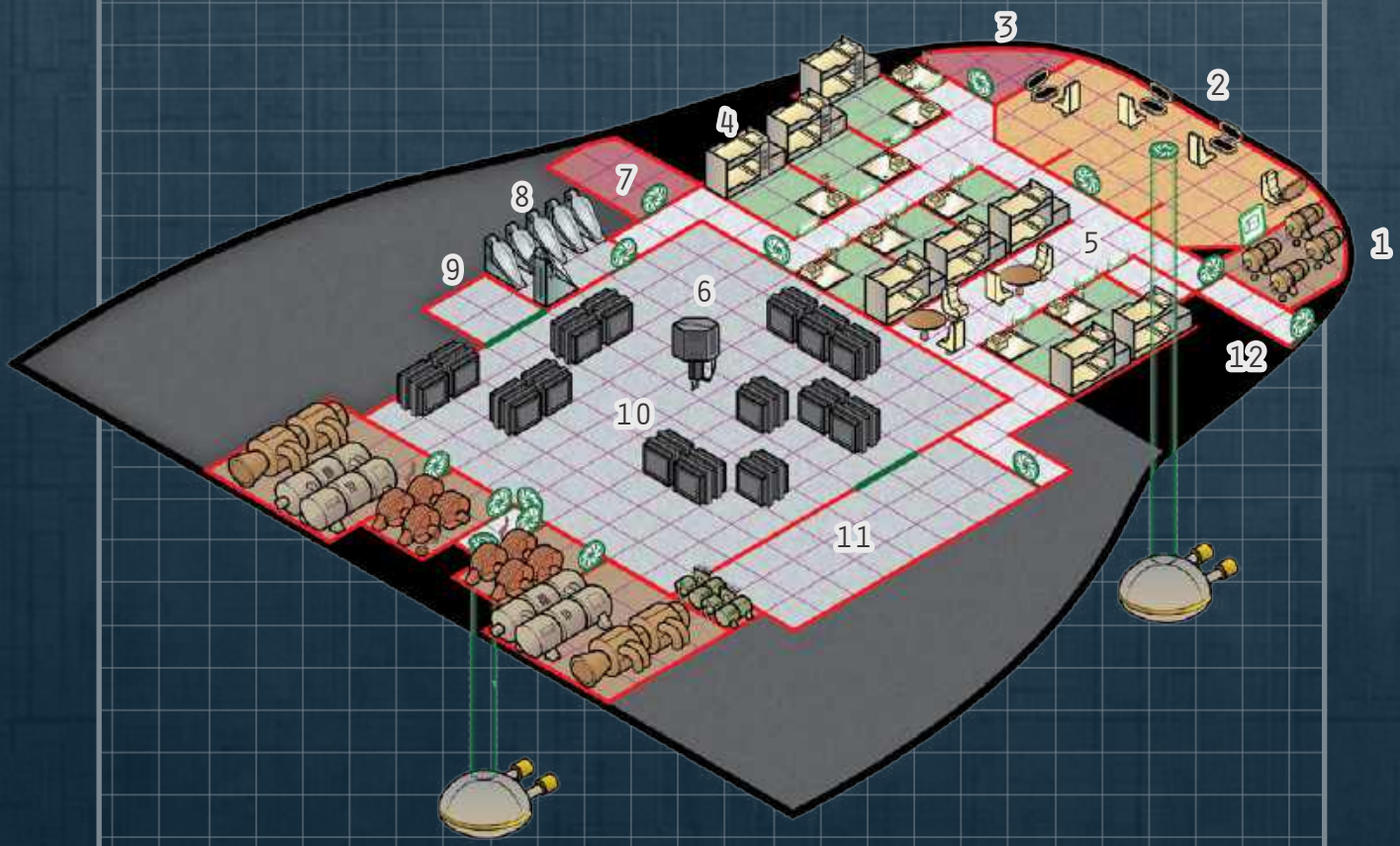
20 JUMP DRIVE

18 WEAPONS

4 SENSORS

80
HULL POINTS

The *Star Ray* is a small combat-ready interceptor with an excellent array of features for any pirate, from cargo-retrieving grappling arms to its double-jump range fuel tanks. This comes at the compromise of performance, for while the *Star Ray* is well-armed, its relatively low thrust makes catching anything more sprightly than a merchant vessel difficult. However, its low cost has made it a popular choice for production within the shipyards of Theev.



1.SENSORS
2. BRIDGE
3. FORCED LINKAGE APPARATUS
4. STATEROOMS
5. COMMON AREA
6. CARGO CRANE
7. HEAVY GRAPPLING ARM
8. LOW BERTHS
9. CARGO SCOOP
10. CARGO HOLD
11. FIGHTER DOCKING SPACE
12. AIR LOCK
13. BEAM LASER TURRET

HERALD-CLASS FAST MESSENGER

XX

TL15		TONS	COST (MCR)
Hull	300 tons, Streamlined	-	18
Armour	Bonded Superdense, Armour 4	9.6	5.76
M-Drive	Thrust 2	6	12
J-Drive	Jump 4	35	52.5
Power Plant	Fusion (TL15), Power 240	10	24
Fuel Tanks	J-4, 6 weeks of operation	123	-
Bridge		20	1.5
Computer	Computer/15bis	-	3
Sensors	Civilian Grade	1	3
Weapons	Double Turret (missile rack, sandcaster)	1	1.5
Systems	Fuel Scoops	-	-
	Docking Space (20 tons)	22	5.5
	Launch	-	2.367
Software	Manoeuvre/0	-	-
	Jump Control/4	-	0.4
	Library	-	-
	Evade/2	-	2
	Intellect	-	1
Staterooms	Standard x 4	16	2
	High x 2	12	1.6
	Luxury x 2	20	3
Common Areas		10	1
Cargo		14.4	-

TOTAL: MCR 140.127

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEERS X 2, GUNNER, STEWARD

RUNNING COSTS

MAINTENANCE COST
Cr11677/month

• • • • •

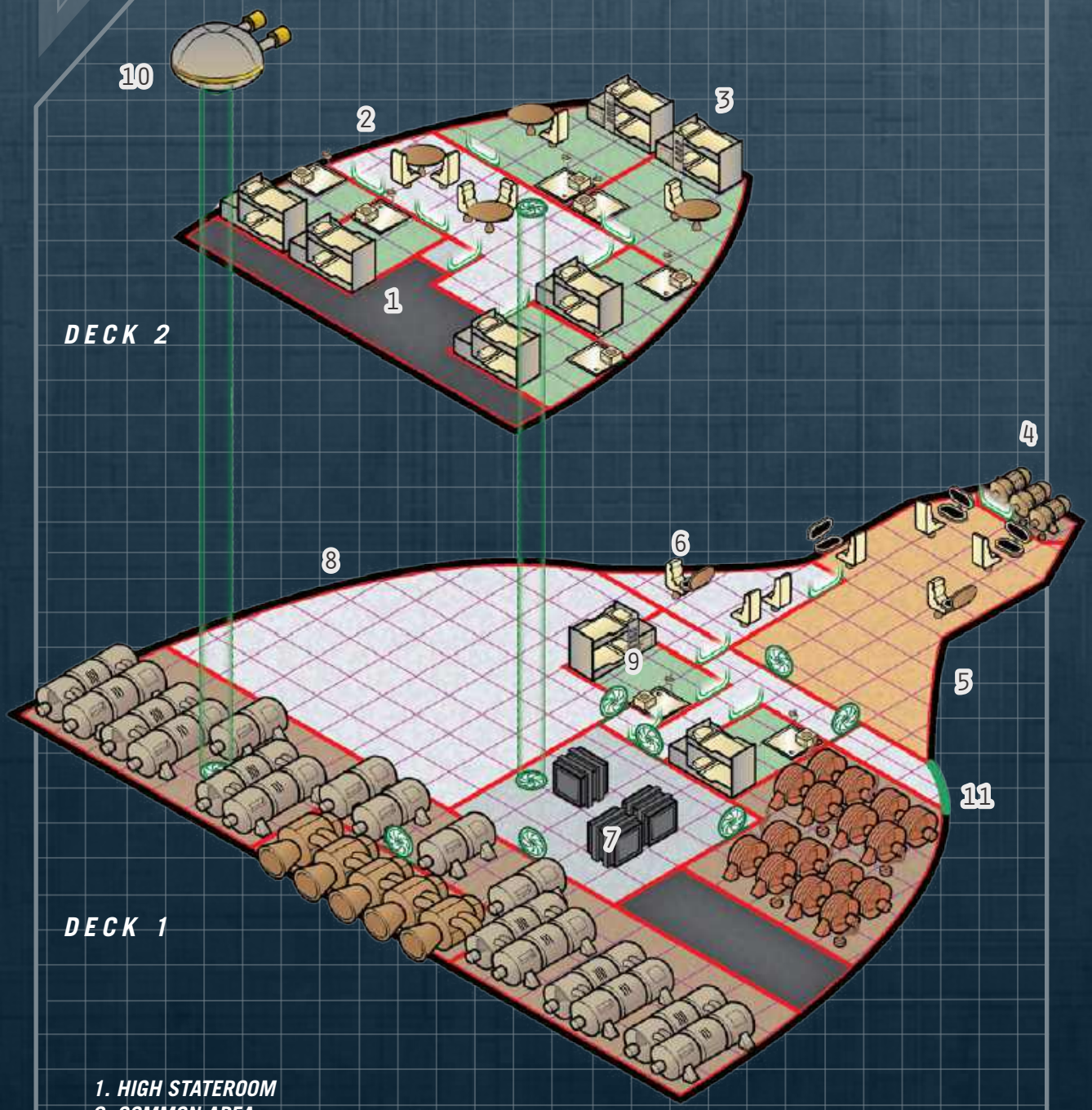
PURCHASE COST
MCr140.127

POWER REQUIREMENTS

60 MANOEUVRE DRIVE	60 BASIC SHIP SYSTEMS
120 JUMP DRIVE	1 SENSORS
1 WEAPONS	

120
HULL POINTS

Elegant, agile and eye-wateringly expensive, the jump-4 *Herald* is the ship of choice for the wealthy noble or corporate executive who needs to get somewhere fast while still sipping champagne in a zero-g ultra-Jacuzzi. The rear turret is almost an afterthought and provides minimal defensive capabilities. A common refit is to replace the ship's lifeboat with escape pods and use the added tonnage for more cargo space and staterooms.



1. HIGH STATEROOM
2. COMMON AREA
3. LUXURY STATEROOM
4. SENSORS
5. BRIDGE
6. OFFICE
7. CARGO HOLD
8. DOCKING SPACE
9. STATEROOM
10. MISSILE RACK/SANDCASTER TURRET
11. AIR LOCK

INDIGO-CLASS PIRATE CARRIER

XX

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEER, GUNNERS X 3, FIGHTER PILOTS X 10

TL15		TONS	COST (MCR)
Hull	300 tons, Dispersed	-	7.5
M-Drive	Thrust 1	4	8
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL12), Power 135	10	10
Fuel Tanks	J-2, 4 weeks of operation, plus Light Fighters	81	-
Bridge		20	1.5
Computer	Computer/10	-	0.16
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (beam lasers x 2, missile rack) x 3	3	8.25
Systems	Fuel Processor (20 tons/day)	1	0.05
	Cargo Net	5	1
	Heavy Grappling Arm	6	3
	Type I Docking Clamps x 10	10	5
	Light Fighters x 10	-	90.9
Software	Manoeuvre/0	-	-
	Jump Control/2	-	0.2
	Library	-	-
Staterooms	Standard x 10	40	5
	Low Berths x 8	4	0.4
Common Areas		24	2.4
Cargo		65	-

TOTAL: MCr 184.96

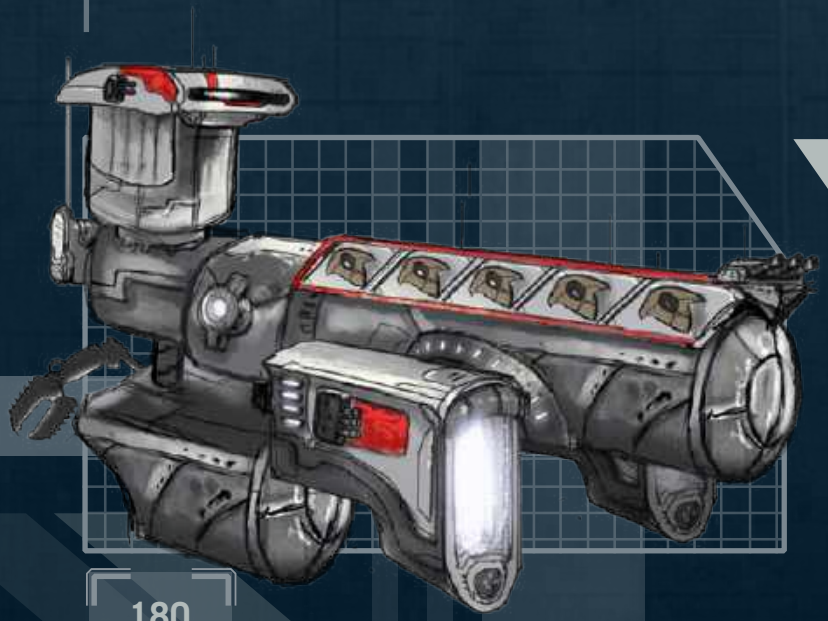
RUNNING COSTS

MAINTENANCE COST
Cr15413/month

PURCHASE COST
MCr184.96

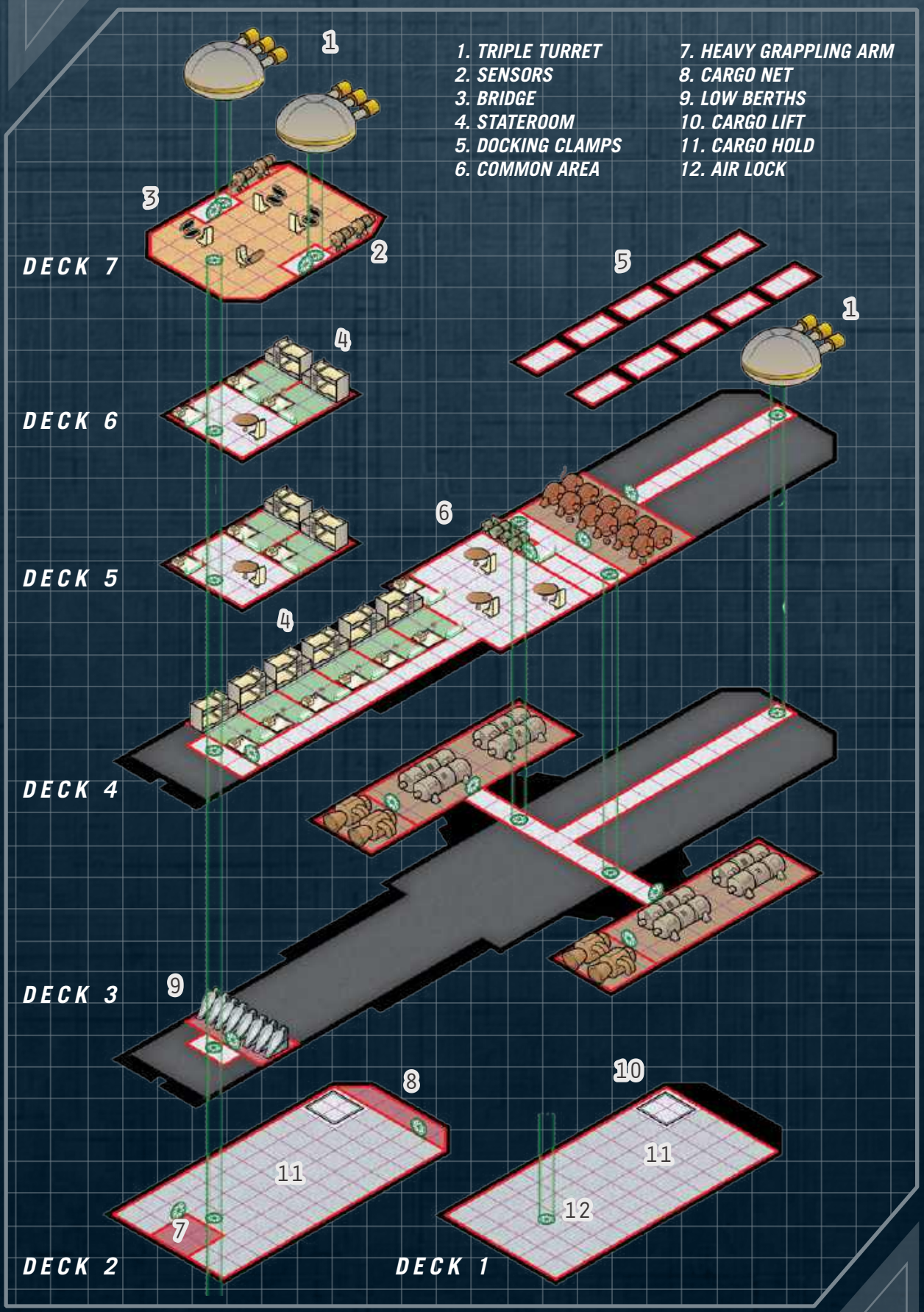
POWER REQUIREMENTS

40 MANOEUVRE DRIVE	60 BASIC SHIP SYSTEMS
80 JUMP DRIVE	2 SENSORS
27 WEAPONS	1 FUEL PROCESSOR



180
HULL POINTS

The *Indigo*-class was designed as a tiny light carrier, and quickly found favour among raiders and pirates. Its complement of ten light fighters are clamped to the hull, attacking targets and either forcing them to surrender or blasting them apart for the *Indigo* to follow behind and sift through the wreckage with its cargo net.


1. TRIPLE TURRET
2. SENSORS
3. BRIDGE
4. STATEROOM
5. DOCKING CLAMPS
6. COMMON AREA
7. HEAVY GRAPPLING ARM
8. CARGO NET
9. LOW BERTHS
10. CARGO LIFT
11. CARGO HOLD
12. AIR LOCK
DECK 7
DECK 6
DECK 5
DECK 4
DECK 3
DECK 2
DECK 1

BUCCANEER-CLASS BLOCKADE RUNNER

XX

TL15		TONS	COST (MCR)
Hull	400 tons, Streamlined	-	24
Armour	Bonded Superdense, Armour 5	16	9.6
M-Drive	Thrust 3	12	24
H.B. Thruster	Thrust 3	24	4.8
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL15), Power 300	15	30
Fuel Tanks	J-2, 4 weeks of operation, plus Launch	81	-
Thruster Fuel	2 hour burn	60	-
Bridge		20	2
Computer	Computer/5bis	-	3
Sensors	Improved	3	4.3
Weapons	Double Turrets (pulse lasers) x 2	2	5
	Double Turret (sandcaster, pulse laser) x 2	2	3.5
Ammunition	Sandcaster Barrel x 40	2	-
Systems	Fuel Processor (100 tons/day)	5	0.25
	Fuel Scoops		
	Docking Space (20 tons)	22	5.5
	Launch	-	2.367
Software	Manoeuvre/0	-	-
	Jump Control/2	-	0.2
	Library	-	-
Staterooms	Standard x 8	32	4
Common Areas		17	0.17
Cargo		62	-

TOTAL: MCr 160.187

CREW

CAPTAIN, PILOT, ASTROGATOR, MEDIC, ENGINEERS X 3, GUNNERS X 4

RUNNING COSTS

MAINTENANCE COST
Cr13348/month

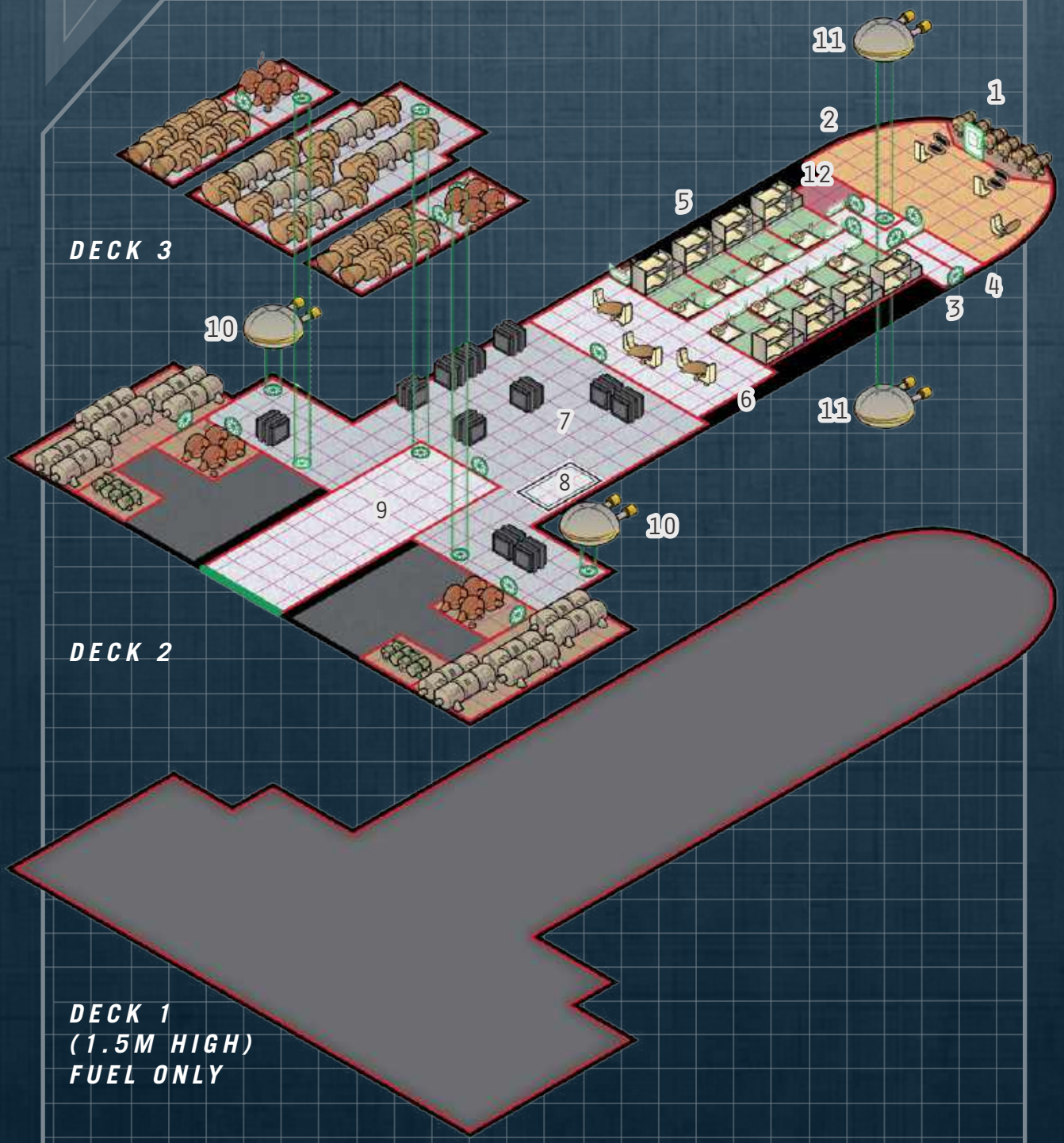
PURCHASE COST
MCr157.347

POWER REQUIREMENTS

120 MANOEUVRE DRIVE	80 BASIC SHIP SYSTEMS
80 JUMP DRIVE	4 SENSORS
28 WEAPONS	5 FUEL PROCESSOR

160
HULL POINTS

The *Buccaneer*-class was designed specifically to break through blockades and deliver small, high-value cargoes, such as weapons or illegal drugs. It therefore sees use among both militaries and pirate forces. While it has relatively limited cargo space, the ship is also equipped with an auxiliary high-burn thruster with enough fuel to create a combined thrust of 6G for two hours; enough to break orbit and reach the hundred diameter limit of all but the largest gravity wells.



1. SENSORS
2. BRIDGE
3. AIR LOCK
4. SHIP'S LOCKER
5. STATEROOMS
6. COMMON AREA
7. CARGO HOLD
8. CARGO LIFT
9. DOCKING SPACE
10. PULSE LASER TURRET
11. SANDCASTER/PULSE LASER TURRET
12. SANDCASTER BARRELS STORAGE

FIERY-CLASS GUNSHIP

XX

TL12		TONS	COST (MCR)
Hull	400 tons, Streamlined	-	24
Armour	Crystaliron, Armour 6	30	7.2
M-Drive	Thrust 6	24	48
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL12), Power 525	35	35
Fuel Tanks	J-2, 4 weeks of operation	84	-
Bridge	Holographic Controls	20	2.5
Computer	Computer/20 fib	-	7.5
Sensors	Military Grade, Improved Signal Processing	3	8.1
Weapons	Small Fusion Gun Bay	50	8
	Particle Barbette	5	8
	Double Turret (beam lasers)	1	1.5
	Triple Turret (sandcasters x 2, beam laser)	1	2
Ammunition	Sandcaster Barrel x 40	2	-
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	-	-
	Breaching Tube	3	3
	Armoury	6	1.5
Software	Manoeuvre/0	-	-
	Jump Control/2	-	0.2
	Library	-	-
	Evade/2	-	2
	Fire Control/3	-	6
Staterooms	Standard x 9	36	4.5
	Barracks x 30	60	1.5
	Brig	4	0.25
Common Areas		3	0.3
Cargo		6	-

TOTAL: MCR 208.65

160

HULL POINTS

CREW

CAPTAIN, OFFICER, PILOT, ASTROGATOR, ENGINEER X 2, MAINTENANCE, GUNNERS X 4, MARINES X 30

RUNNING COSTS

MAINTENANCE COST
Cr17387/month

• • • • •

PURCHASE COST
MCr208.65

POWER REQUIREMENTS

240
MANOEUVRE DRIVE

80
BASIC SHIP SYSTEMS

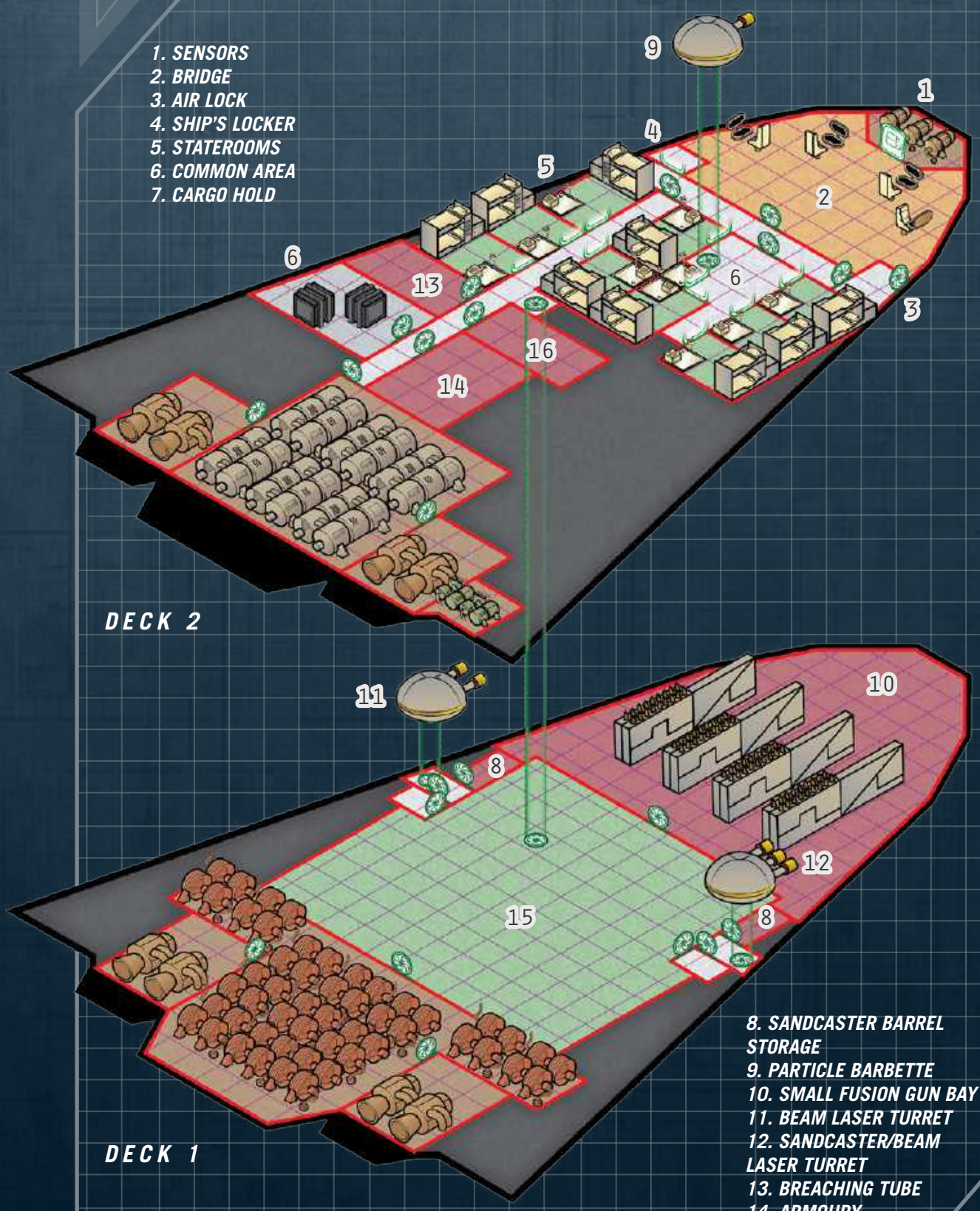
80
JUMP DRIVE

3
SENSORS

79
WEAPONS

2
FUEL PROCESSOR

This gunship was intended to be used by small navies, moving quickly into range, blasting an invader, and then boarding it. However, these qualities also make the *Fiery*-class highly attractive to pirates and other criminals. The presence of this ship can either give merchants in the area complete confidence in reaching their destinations safely, or it can send ripples of fear throughout an entire system. It all depends whose side the crew is on.


1. SENSORS
2. BRIDGE
3. AIR LOCK
4. SHIP'S LOCKER
5. STATEROOMS
6. COMMON AREA
7. CARGO HOLD
DECK 2
DECK 1
8. SANDCASTER BARREL STORAGE
9. PARTICLE BARBETTE
10. SMALL FUSION GUN BAY
11. BEAM LASER TURRET
12. SANDCASTER/BEAM LASER TURRET
13. BREACHING TUBE
14. ARMOURY
15. BARRACKS
16. BRIG

THE GHOST OF THE REACH

XX

TL15		TONS	COST (MCR)
Hull	400 tons, Streamlined	-	24
	Superior Stealth	-	400
	Emissions Absorption Grid	8	16
Armour	Bonded Superdense, Armour 6	19.2	11.52
M-Drive	Thrust 3	12	24
J-Drive	Jump 3	35	52.5
Power Plant	Fusion (TL15), Power 360	18	36
Fuel Tanks	J-3, 4 weeks of operation, plus Ship's Boat	123	-
Bridge	Holographic Controls	20	2.5
	Sensor Station	1	0.5
Computer	Computer/15 fib	-	3
Sensors	Advanced	5	5.3
	Enhanced Signal Processing	2	8
Weapons	Double Turrets (beam lasers) x 4	4	6
Systems	Fuel Processor (120 tons/day)	6	0.3
	Fuel Scoops	-	-
	Probe Drones	1	0.5
	Armoury	2	0.5
	Briefing Room	4	0.5
	Medical Bay	4	2
	Laboratory	4	1
	Docking Space (30 tons)	33	8.25
	Ship's Boat	-	7.272
Software	Manoeuvre/0	-	-
	Jump Control/3	-	0.3
	Library	-	-
	Evade/2	-	2
	Fire Control/3	-	6
Staterooms	Standard x 10	40	5
Common Areas		22	2.2
Cargo		36.8	-

TOTAL: MCR 625.142

160

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, SENSOR OPERATOR, MEDIC, ENGINEERS X 2, GUNNERS X 4, MARINES X 6

RUNNING COSTS

MAINTENANCE COST
Cr52095/month

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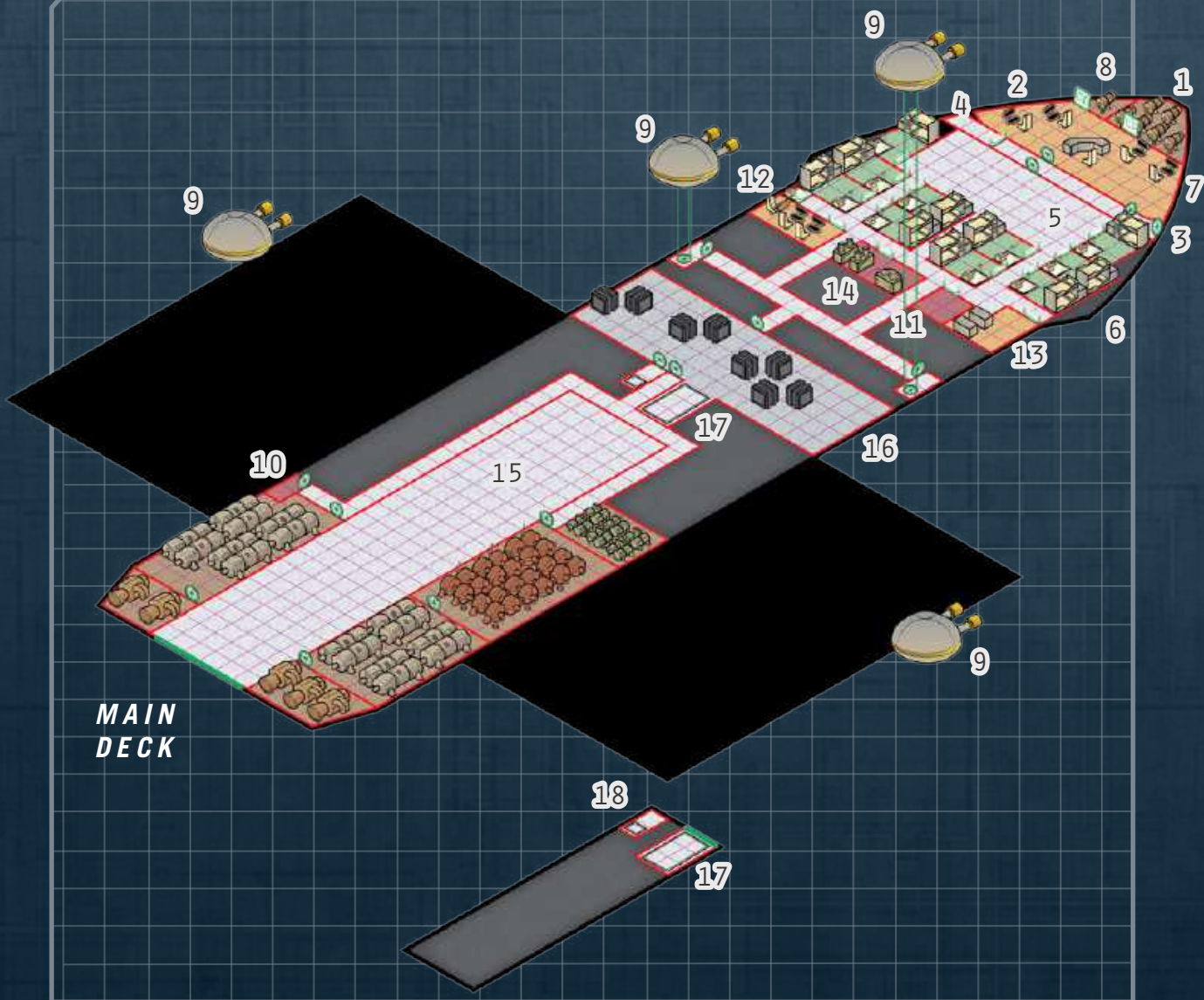
PURCHASE COST
MCr625.142

POWER REQUIREMENTS

120 MANOEUVRE DRIVE	80 BASIC SHIP SYSTEMS
120 JUMP DRIVE	8 SENSORS
36 WEAPONS	6 FUEL PROCESSOR

The Ghost of the Reach is a long-range Zhodani heavy scout. While it uses mostly standard components, its hull is coated with sensor-baffling material, and it is equipped with cutting-edge electronic countermeasures. When this vessel closes on a target, there is little chance of the target having enough time to transmit a distress call before teleporting marines arrive. Fast-moving enemies that might be able to escape *The Ghost of the Reach* can be flanked by the ship's boat.



MAIN DECK

1. *SENSORS*
2. *BRIDGE*
3. *AIR LOCK*
4. *SHIP'S LOCKER*
5. *COMMON AREA*
6. *STATEROOMS*
7. *SENSOR STATION*
8. *ENHANCED SIGNAL PROCESSING*
9. *BEAM LASER TURRET*
10. *PROBE DRONES*
11. *ARMOURY*
12. *BRIEFING ROOM*
13. *MEDICAL BAY*
14. *LABORATORY*
15. *DOCKING SPACE*
16. *CARGO HOLD*
17. *CARGO LIFT*
18. *LIFT & AIR LOCK*

SUBSIDISED MERCHANT

TYPE RQ

TL12		TONS	COST (MCR)
Hull	400 tons, Streamlined	-	24
Armour	Crystaliron, Armour 8	40	9.6
M-Drive	Thrust 4	16	32
J-Drive	Jump 1	15	22.5
Power Plant	Fusion (TL12), Power 315	21	21
Fuel Tanks	J-1, 4 weeks of operation	43	-
Bridge		20	2
Computer	Computer/20	-	5
Sensors	Improved, Improved Signal Processing	4	8.3
Weapons	Pop-up Triple Turrets (pulse lasers) x 4	8	20
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	-	1
	Breaching Tube	3	3
	Armoury	4	1
	Booby-trapped Airlock (TL12)	-	1
	Grav-screen	2	2
	Docking Space (10 tons) x 4	44	11
	Light Fighter x 4	-	36
	Low Berths x 10	5	0.5
Software	Manoeuvre/0	-	-
	Jump Control/1	-	0.1
	Library	-	-
	Fire Control/4	-	8
	Evade/2	-	2
	Anti-Hijack/2	-	8
Staterooms	Standard x 14	56	7
	Barracks x 16	32	1.6
Common Areas		10	1
Cargo		76	-

TOTAL: MCR 227.65

160

HULL POINTS

CREW

CAPTAIN, PILOTS X 5, ASTROGATOR, ENGINEER, MEDIC, GUNNERS X 4, MARINES X 16

RUNNING COSTS

MAINTENANCE COST
Cr18970/month

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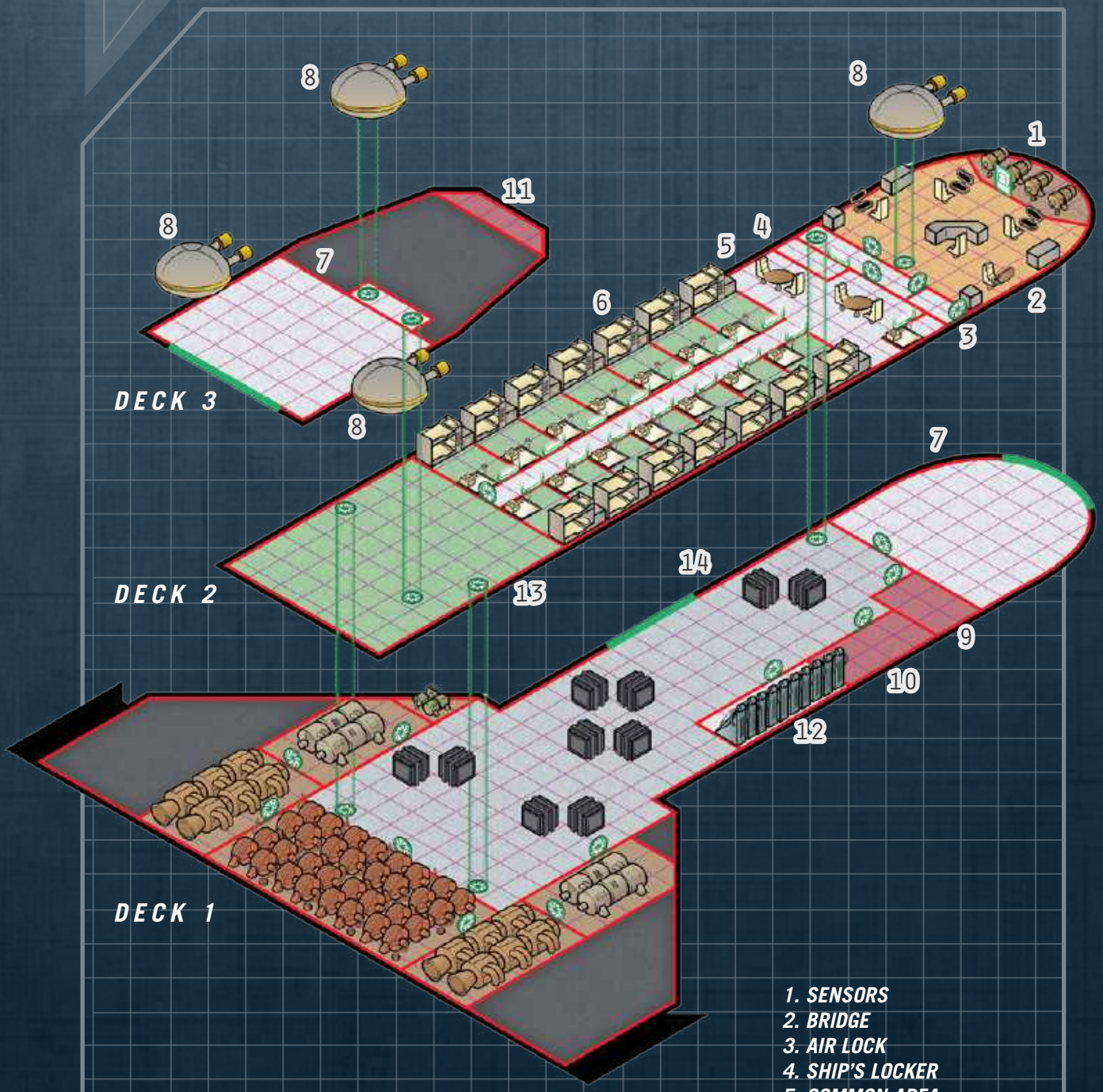
PURCHASE COST
MCr227.65

POWER REQUIREMENTS

160 MANOEUVRE DRIVE	80 BASIC SHIP SYSTEMS
40 JUMP DRIVE	5 SENSORS
52 WEAPONS	1 FUEL PROCESSOR

Externally indistinguishable from a standard subsidised merchant, the Type-RQ is a pirate's nightmare. Posing as a helpless trader, the crew will attempt to sucker a pirate into striking range and then reveal the full capabilities of their ship. Compared to other subsidised merchants, this ship has a much more powerful manoeuvre drive, heavy armour, concealed weaponry and internal bays capable of releasing light fighters to swarm and destroy an enemy.



1. SENSORS
2. BRIDGE
3. AIR LOCK
4. SHIP'S LOCKER
5. COMMON AREA
6. STATEROOMS
7. DOCKING SPACE
8. PULSE LASER TURRET
9. BREACHING TUBE
10. ARMOURY
11. GRAV-SCREEN
12. LOW BERTHS
13. BARRACKS
14. CARGO HOLD

VULTURE-CLASS SALVAGE HAULER

XX

TL15		TONS	COST (MCR)
Hull	400 tons, Standard	-	20
M-Drive	Thrust 1	4	8
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL12), Power 135	9	9
Fuel Tanks	J-2, 8 weeks of operation	82	-
Bridge		20	2
Computer	Computer/5 bis	-	0.045
Sensors	Civilian Grade	1	3
Weapons	Double Turret (pulse lasers)	1	2.5
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	-	1
	Cargo Scoop	2	0.5
	Loading Belt (TL12)	1	0.01
	Probe Drones x 5	1	0.5
	Forced Linkage Apparatus (TL12)	2	0.1
	Grappling Arm	2	1
	Heavy Grappling Arm	6	3
	Docking Space (20 tons)	22	5.5
	Launch	-	2.367
Software	Manoeuvre/0	-	-
	Jump Control/2	-	0.2
	Library	-	-
Staterooms	Standard x 4	16	2
Common Areas		5	0.5
Cargo		199	-

TOTAL: MCr 98.822

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEER, GUNNER

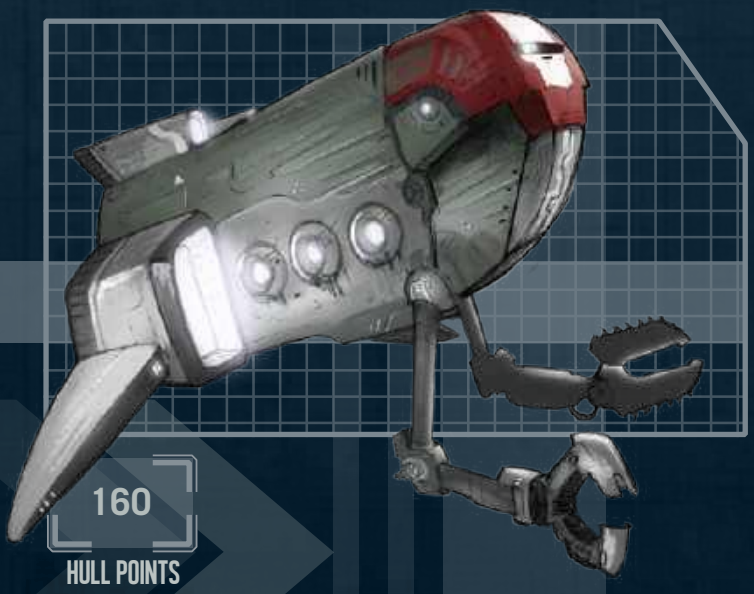
RUNNING COSTS

MAINTENANCE COST
Cr8235/month

PURCHASE COST
MCr98.822

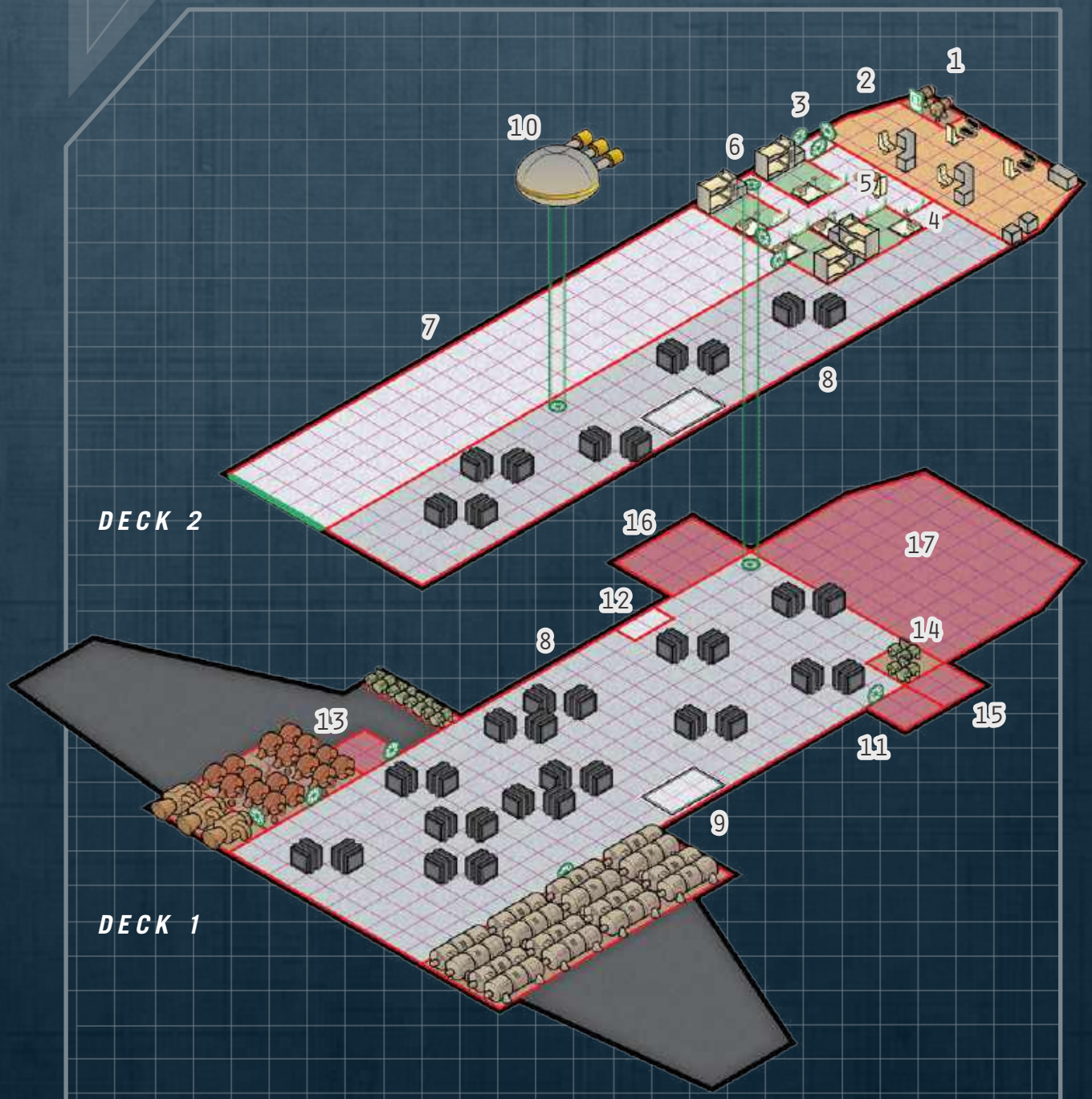
POWER REQUIREMENTS

- 40 — MANOEUVRE DRIVE
- 80 — BASIC SHIP SYSTEMS
- 80 — JUMP DRIVE
- 1 — SENSORS
- 9 — WEAPONS
- 2 — FUEL PROCESSOR



160
HULL POINTS

Easily recognised by the two grappling arms mounted upon the prow, the *Vulture*-class salvage hauler can usually be found in-system, picking apart derelicts for spare parts and materials. The cargo bay also opens within the prow, allowing the grappling arms to tear chunks off a derelict ship and feed them directly into the cargo bay. When not engaged in salvage operations, Vultures are perfectly functional as small traders, due in no small part to their large cargo space and jump range.



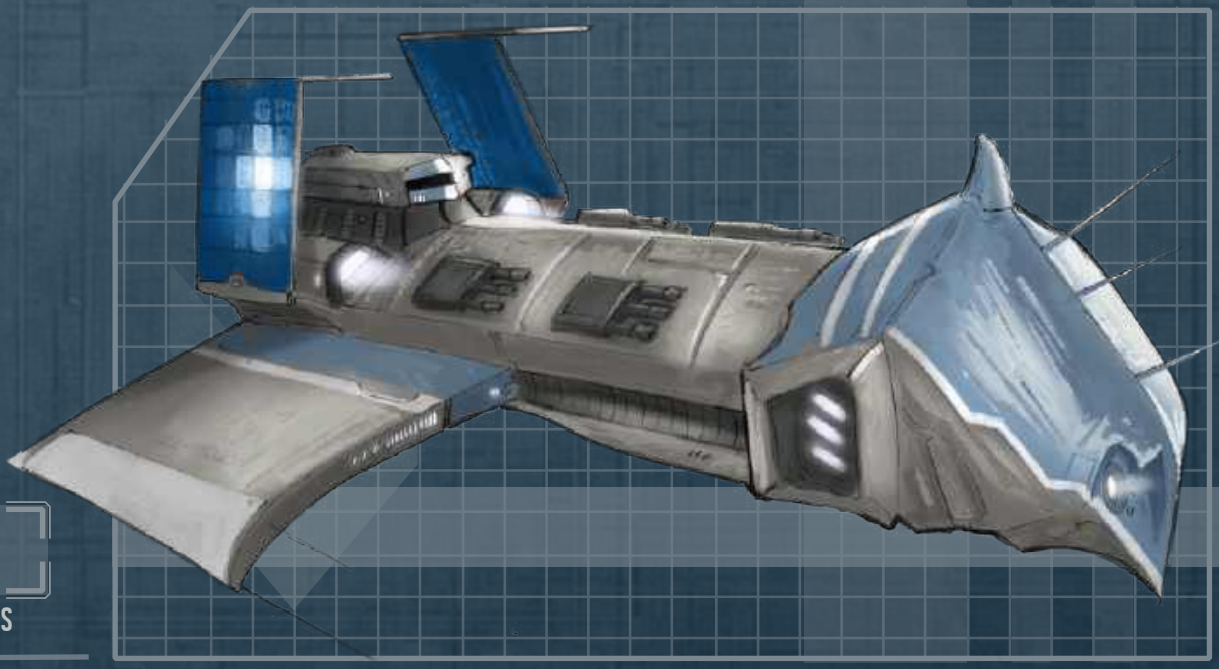
1. SENSORS
2. BRIDGE
3. AIR LOCK
4. SHIP'S LOCKER
5. COMMON AREA
6. STATEROOMS
7. DOCKING SPACE
8. CARGO HOLD
9. CARGO LIFT
10. PULSE LASER TURRET
11. CARGO SCOOP
12. LOADING BELT
13. PROBE DRONES
14. FORCED LINKAGE APPARATUS
15. GRAPPLING ARM
16. HEAVY GRAPPLING ARM
17. OPENING JAWS

WATCHDOG-CLASS FLEET PICKET

XX

TL13		TONS	COST (MCR)
Hull	500 tons, Standard	-	25
Armour	Crystaliron, Armour 8	50	10
M-Drive	Thrust 3	15	30
J-Drive	Jump 4	55	82.5
Power Plant	Fusion (TL12), Power 330	22	22
Fuel Tanks	J-4, 12 weeks of operation, plus Launch	210	-
Bridge		20	2.5
	Sensor Station	1	0.5
Computer	Computer/20 fib	-	7.5
Sensors	Improved	3	4.3
	Enhanced Signal Processing	2	8
	Countermeasures Suite	2	4
	Extension Net	5	5
Weapons	Triple Turrets (beam lasers) x 5	5	12.5
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	-	1
	Solar Panels	2.2	0.22
	Docking Space (20 tons)	22	5.5
	Launch	-	2.367
	Low Berths x 8	4	0.4
Software	Manoeuvre/0	-	-
	Jump Control/4	-	0.4
	Library	-	-
	Electronic Warfare/1	-	15
Staterooms	Standard x 8	32	4
Common Areas		30	3
Cargo		16.8	-

TOTAL: MCr 245.837



200

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, SENSOR OPERATOR, ENGINEERS X 3, GUNNERS X 5

RUNNING COSTS

MAINTENANCE COST
Cr20486/month

• • • • •

PURCHASE COST
MCr245.837

POWER REQUIREMENTS

150
MANOEUVRE DRIVE

100
BASIC SHIP SYSTEMS

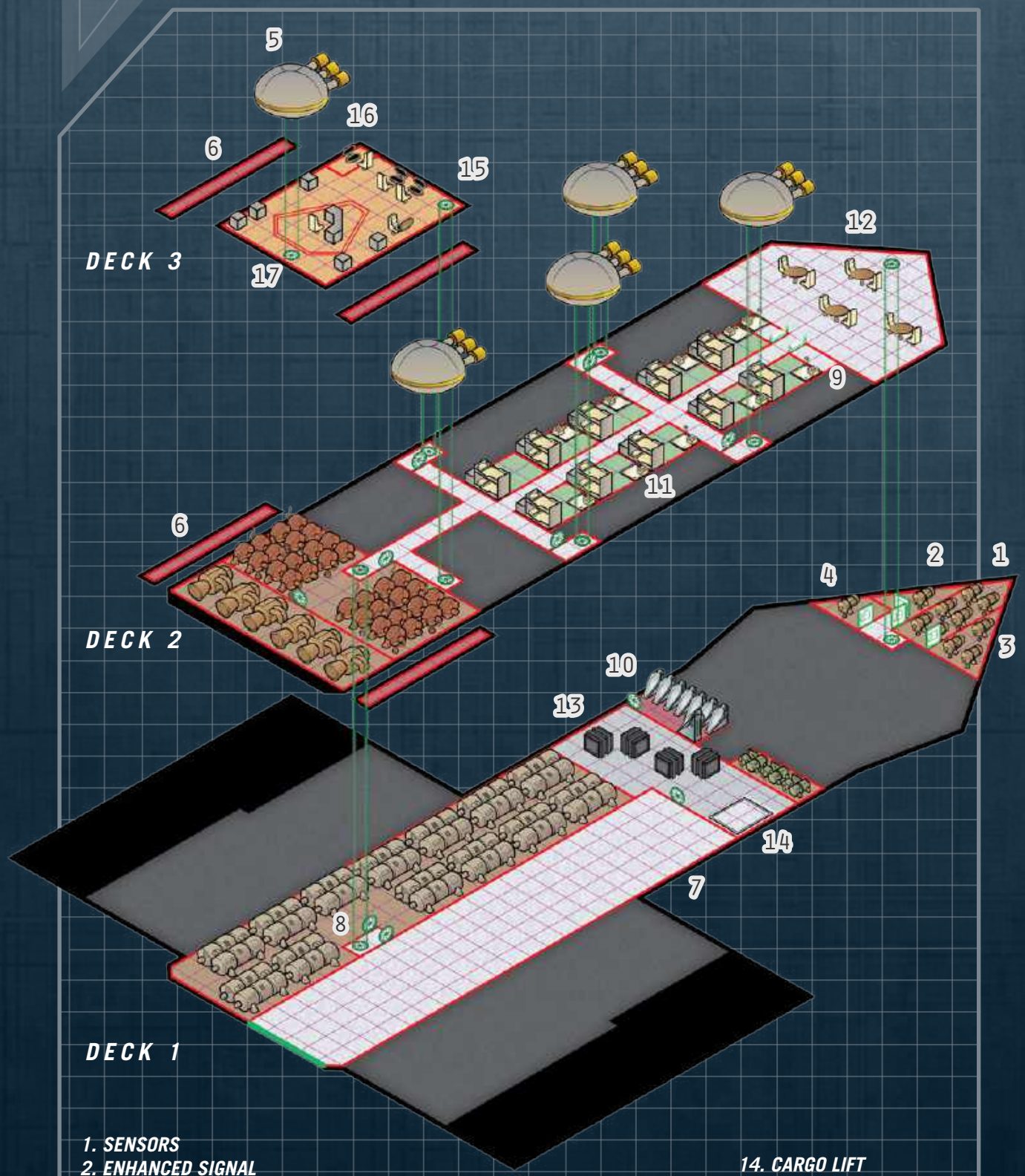
200
JUMP DRIVE

7
SENSORS

65
WEAPONS

3
FUEL PROCESSOR

Designed to stay on station at the outer edges of a fleet's deployment, the *Watchdog* stands sentry, using its enhanced sensor array to filter incoming craft. In this way, it not only forms a barrier to enemies but acts as the eyes and ears of an entire fleet when jumping into a hostile system.



1. SENSORS
2. ENHANCED SIGNAL PROCESSING
3. COUNTERMEASURE SUITE
4. EXTENSION NET
5. BEAM LASER TURRET
6. SOLAR PANELS
7. DOCKING SPACE
8. AIR LOCK
9. SHIP'S LOCKER
10. LOW BERTHS
11. STATEROOMS
12. COMMON AREA
13. CARGO HOLD
14. CARGO LIFT
15. BRIDGE
16. RAISED PLATFORM
17. SENSOR STATION

CORSAIR

XX

TL15		TONS	COST (MCR)
Hull	600 tons, Streamlined	-	36
M-Drive	Thrust 3	18	36
J-Drive	Jump 2	35	52.5
Power Plant	Fusion (TL15), Power 660	33	66
Fuel Tanks	J-2, 8 weeks of operation	128	-
Bridge		20	3
Computer	Computer/10	-	0.16
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (beam lasers) x 3	3	7.5
Systems	Fuel Processor (140 tons/day)	7	0.35
	Fuel Scoops	-	-
	Cargo Scoop	2	0.5
	Repair Drones	6	1.2
	Breaching Tube	3	3
	Forced Linkage Apparatus (TL15)	2	0.5
	Armoury	2	0.5
Software	Fire Control/2	-	4
	Evade/1	-	1
	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/0	-	-
	Auto-Repair/1	-	5
Staterooms	Standard x 10	40	5
	Low berth x 20	10	1
Common Areas		10	1
Cargo		279	-

TOTAL: MCR 228.51

240

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEER X 4, MEDIC, GUNNER X 3, BOARDING PARTY X 5

RUNNING COSTS

MAINTENANCE COST
Cr19042/month

• • • • •

PURCHASE COST
MCr228.51

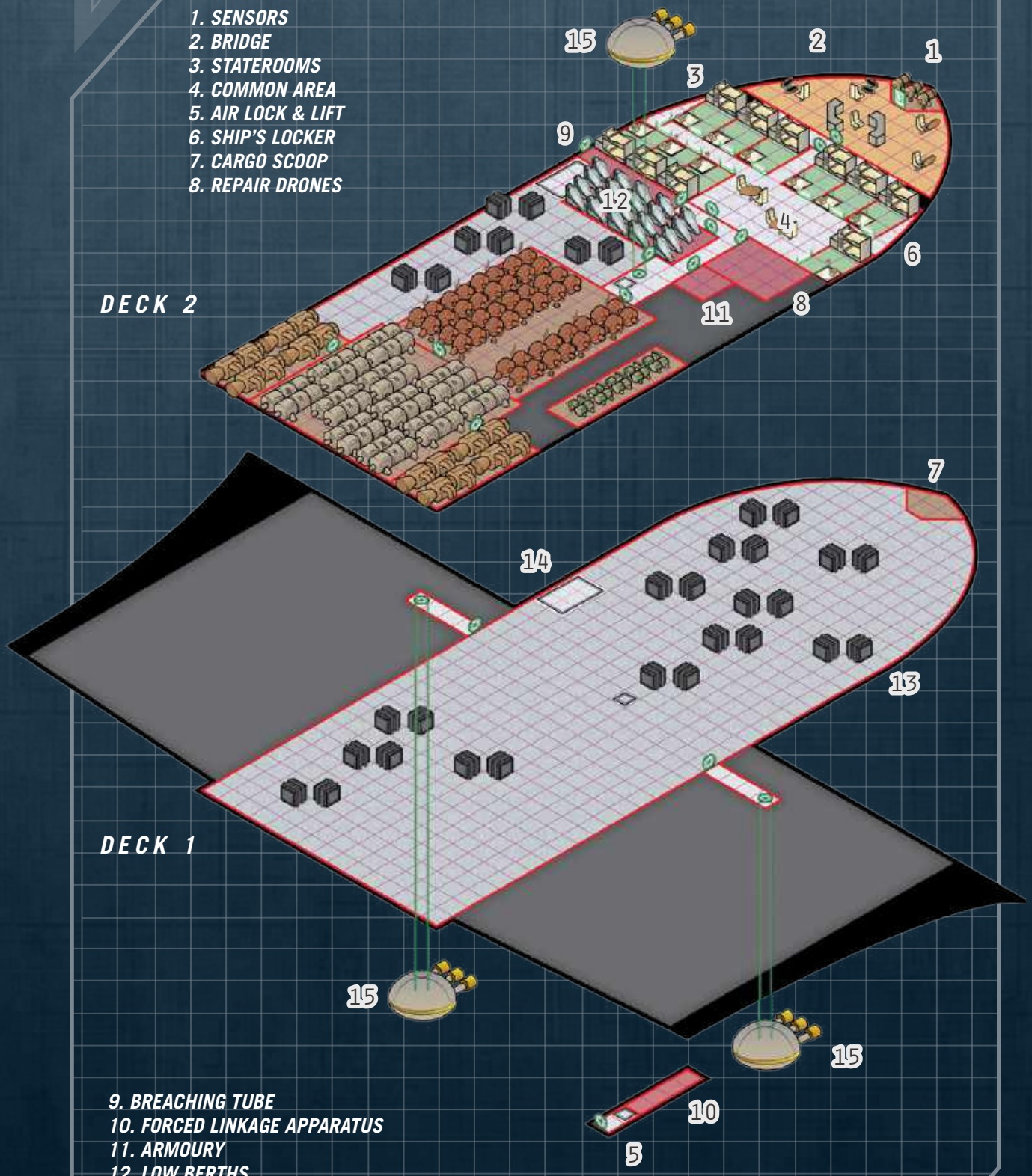
POWER REQUIREMENTS

180 MANOEUVRE DRIVE	120 BASIC SHIP SYSTEMS
120 JUMP DRIVE	2 SENSORS
39 WEAPONS	7 FUEL PROCESSOR

Originally designed as a raider and pocket warship, the corsair has been adopted by pirates and criminal gangs across Charted Space (especially by the Pirate Lords of Theev, whose shipyards specialise in constructing this class). The large clamshell cargo doors are a distinctive feature and can open to reveal the entire cargo bay, allowing the corsair to easily carry a 100-ton ship within.

In addition, corsairs have several variable identification features, allowing them to alter their shape and configuration within minutes. These include fins that can retract or extend, modules that can be deployed or sunk into the hull, and radio emissions that alter frequency and content. Unusually, the corsair's transponders are highly adaptable, allowing them to be altered to identify the ship as having a variety of missions and identities.

Being unarmoured, the corsair relies on speed and hitting power, and is not designed to duke it out with warships in the depths of space. However, its weapon modules are highly adaptable and while most come out of the shipyards armed with three triple beam laser-filled turrets, the hull can readily accept more weaponry be it in turrets, barbettes or bays, and the power plant has enough excess energy to power them.


1. SENSORS
2. BRIDGE
3. STATEROOMS
4. COMMON AREA
5. AIR LOCK & LIFT
6. SHIP'S LOCKER
7. CARGO SCOOP
8. REPAIR DRONES
DECK 2
DECK 1
9. BREACHING TUBE
10. FORCED LINKAGE APPARATUS
11. ARMOURY
12. LOW BERTHS
13. CARGO HOLD
14. CARGO LIFT
15. BEAM LASER TURRET

MAGENTA-CLASS REPAIR SHIP

XX

TL12		TONS	COST (MCr)
Hull	700 tons, Streamlined, Radiation Shielding	-	59.5
Armour	Crystaliron, Armour 1	8.75	2.1
M-Drive	Thrust 1	7	14
J-Drive	Jump 3	57.5	86.25
Power Plant	Fusion (TL12), Power 240	16	16
Fuel Tanks	J-3, 12 weeks of operation	216	-
Bridge		20	2
Computer	Computer/10 bis	-	0.24
Sensors	Civilian Grade	1	3
Weapons	Double Turret (pulse lasers)	1	2.5
Systems	Fuel Processor (80 tons/day)	4	0.2
	Fuel Scoops	-	-
	Docking Clamp, Type IV	20	4
	Heavy Grappling Arm	6	3
	Repair Drones	7	1.4
	Tow Cable	7	0.035
	Grappling Arm	2	1
	Workshop	12	1.8
	Full Hangar (100 tons)	200	40
	Docking Space (20 tons)	22	5.5
	Launch	-	2.367
	Low Berths x 10	5	0.5
Software	Manoeuvre/0	-	-
	Jump Control/3	-	0.3
	Library	-	-
	Auto-Repair/1	-	5
Staterooms	Standard x 16	64	8
Common Areas		4	0.3
Cargo		19.75	-

TOTAL: MCr 258.992

280
HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEERS X 6, MAINTENANCE X 2, MEDIC, GUNNER

RUNNING COSTS

MAINTENANCE COST
Cr21582/month

PURCHASE COST
MCr258.992

POWER REQUIREMENTS

70
MANOEUVRE DRIVE

140
BASIC SHIP SYSTEMS

210
JUMP DRIVE

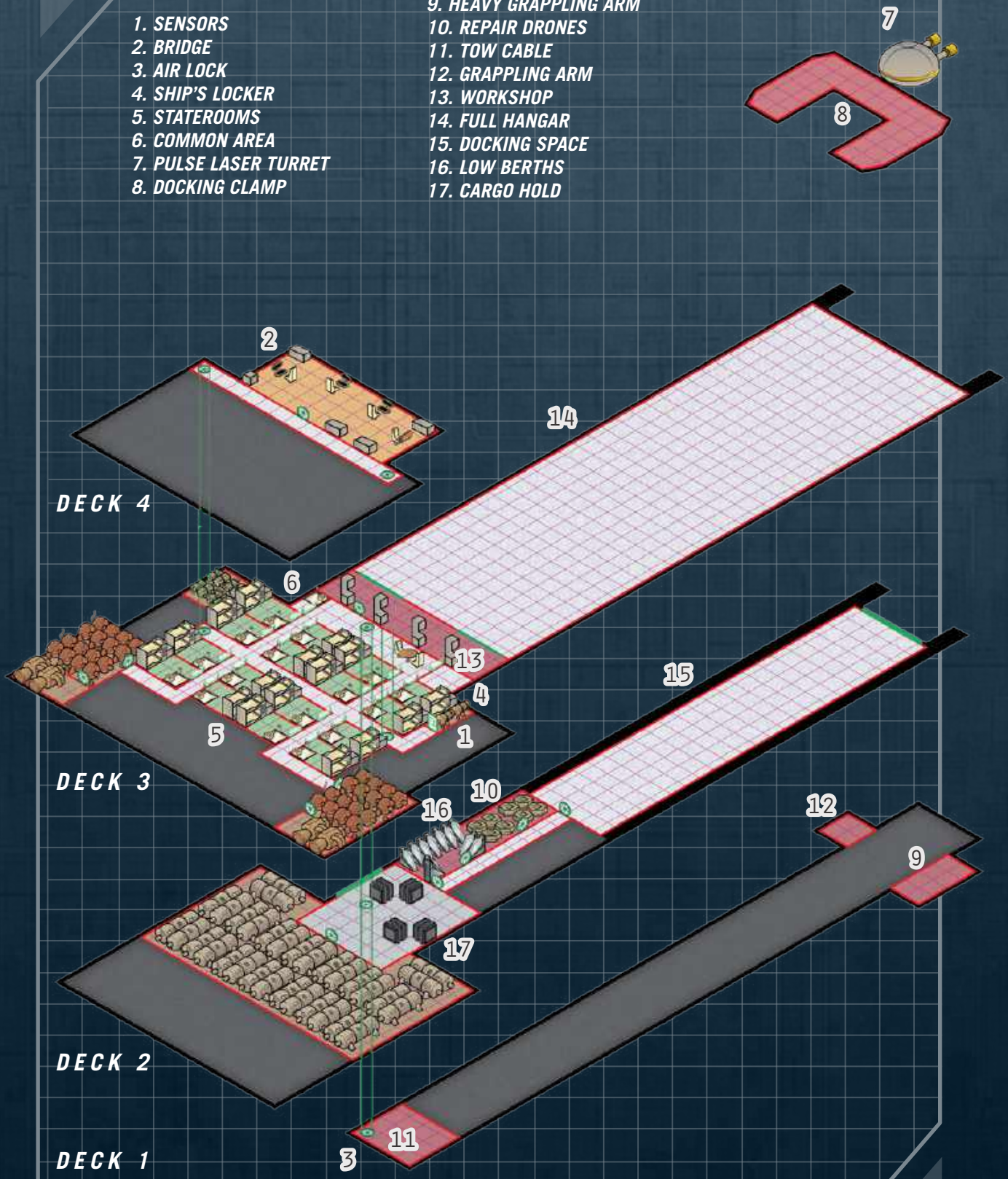
1
SENSORS

9
WEAPONS

4
FUEL PROCESSOR

If a crippled ship cannot make it back to the shipyards, the *Magenta*-class will be dispatched. Sufficient repairs will then be made to allow the stricken vessel to make it back to a starport under its own power. Small ships can be swallowed whole by the *Magenta*, permitting crews to make repairs within the comfort of its hangar, while larger ships can be repaired by EVA engineers, or even towed. Unusually for this type of vessel, the *Magenta*-class is capable of safely entering atmospheres, enabling it to repair ships planetside.

1. SENSORS
2. BRIDGE
3. AIR LOCK
4. SHIP'S LOCKER
5. STATEROOMS
6. COMMON AREA
7. PULSE LASER TURRET
8. DOCKING CLAMP
9. HEAVY GRAPPLING ARM
10. REPAIR DRONES
11. TOW CABLE
12. GRAPPLING ARM
13. WORKSHOP
14. FULL HANGAR
15. DOCKING SPACE
16. LOW BERTHS
17. CARGO HOLD

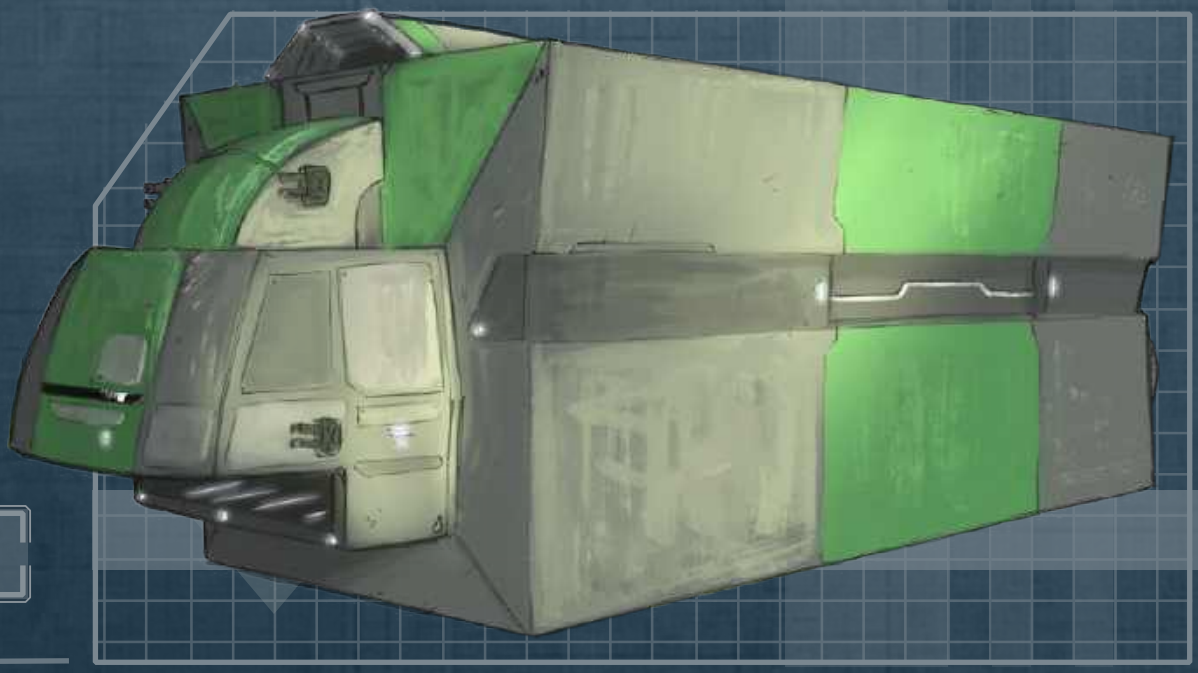


PATROL TENDER

XX

TL15		TONS	COST (MCR)
Hull	1,000 tons, Standard	-	50
Armour	Crystaliron, Armour 4	50	10
M-Drive	Thrust 2	20	40
J-Drive	Jump 4	105	157.5
Power Plant	Fusion (TL15), Power 600	30	60
Fuel Tanks	J-4, 4 weeks of operation, plus Slow Pinnace	404	-
Bridge		20	5
Computer	Computer/15bis	-	3
Sensors	Military Grade	2	4.1
Weapons	Triple Turret (beam lasers) x 3	3	7.5
	Triple Turret (sandcasters) x 3	3	5.25
Ammunition	Sandcaster Barrel x 100	5	-
Systems	Fuel Processor (100 tons/day)	5	5
	Fuel Scoops	-	1
	Cargo Crane	3.5	3.5
	Heavy Grappling Arm	6	3
	Loading Belt (TL12)	1	0.01
	Docking Space (30 tons)	33	8.25
	Slow Pinnace	-	5.787
Software	Manoeuvre/0	-	-
	Jump Control/4	-	0.4
	Library	-	-
Staterooms	Standard x 9	36	4.5
	Low Berths x 10	5	0.5
Common Areas		30	3
Cargo		238.5	-

TOTAL: MCR 377.297



400

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEERS X 5, GUNNERS X 6, PINNACE PILOT

RUNNING COSTS

MAINTENANCE COST
Cr31441/month

• • • • •

PURCHASE COST
MCr377.297

POWER REQUIREMENTS

200
MANOEUVRE DRIVE

200
BASIC SHIP SYSTEMS

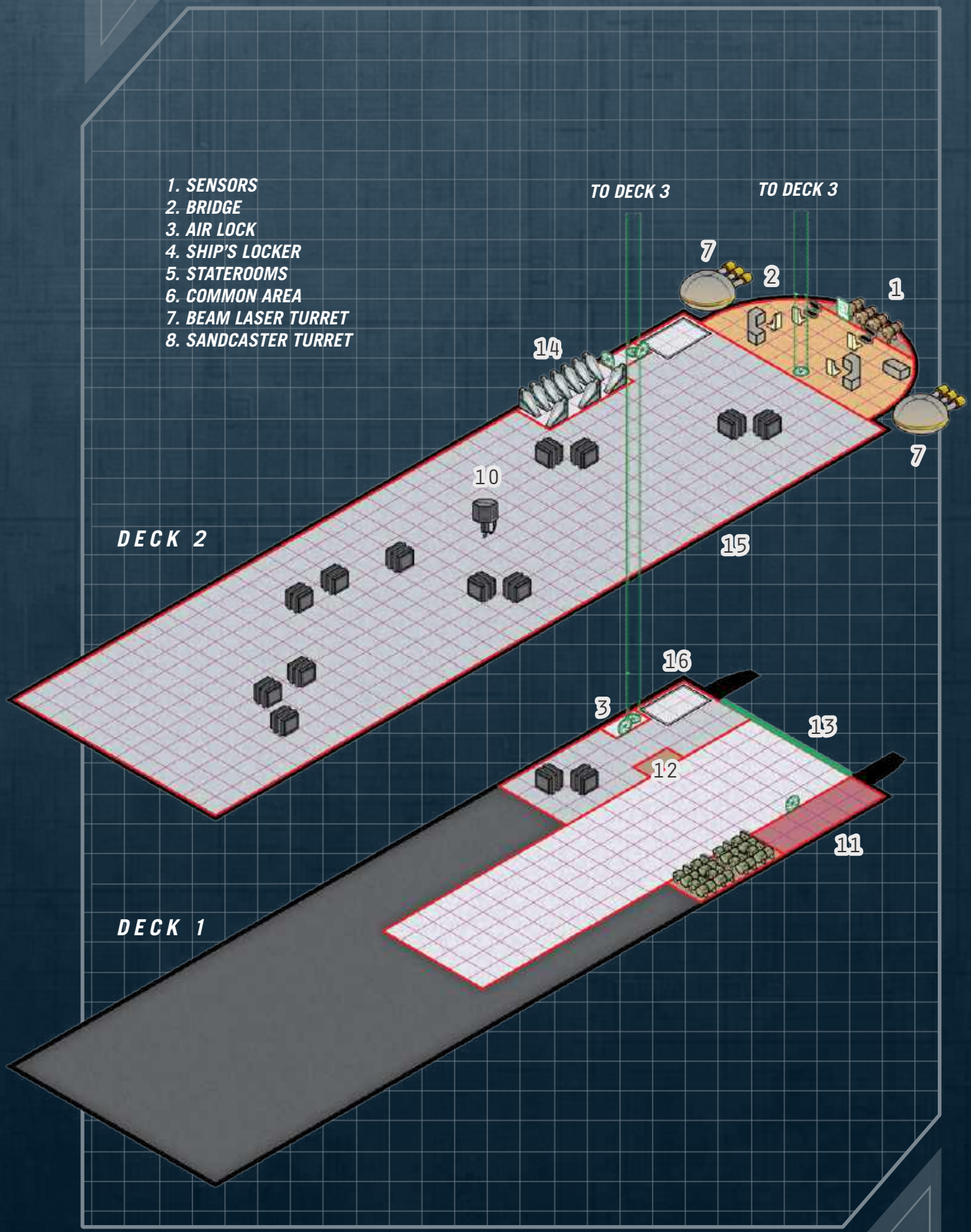
400
JUMP DRIVE

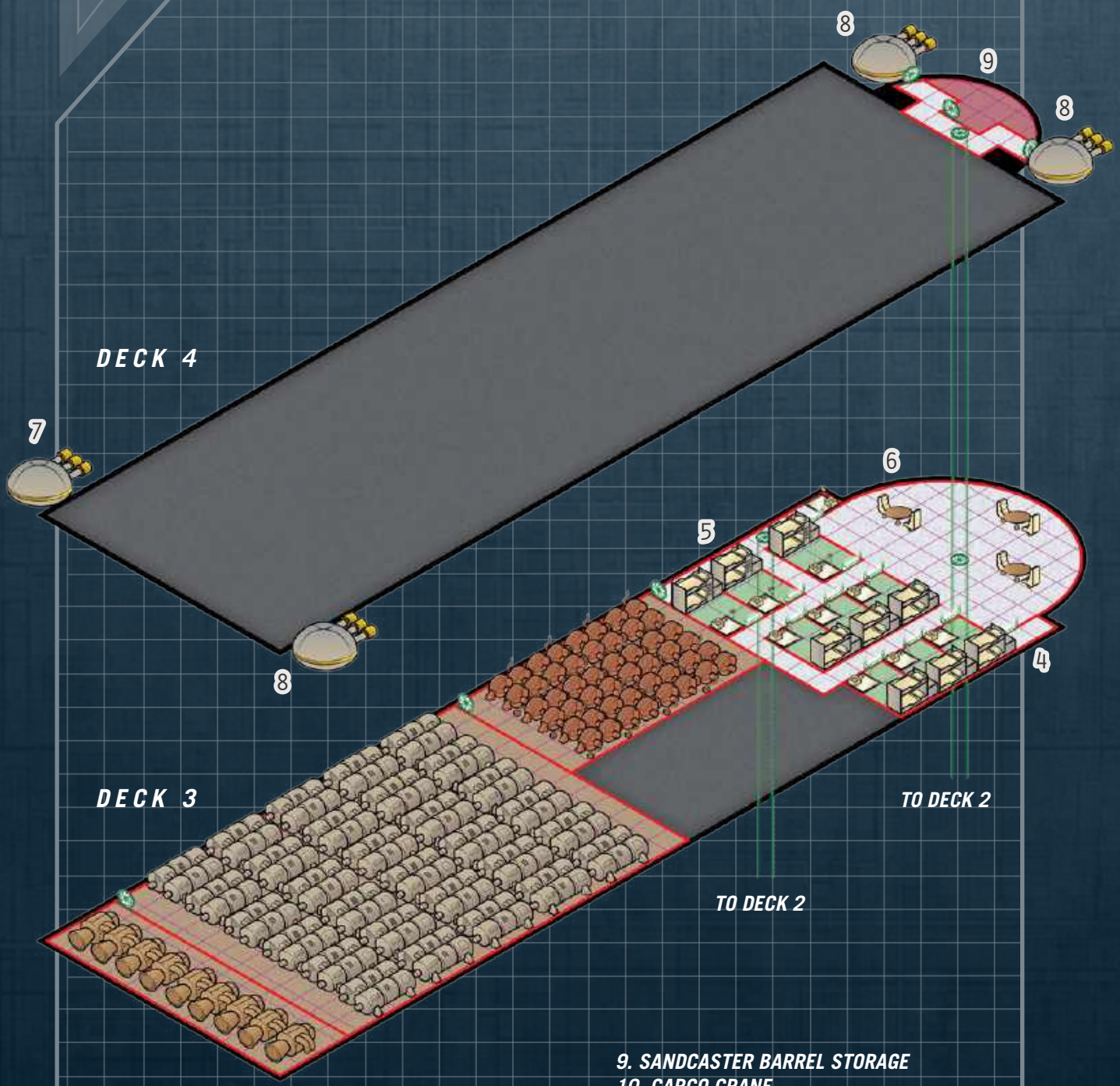
2
SENSORS

42
WEAPONS

5
FUEL PROCESSOR

These ships are used by the Imperial Navy to resupply other vessels on the front line or patrol duty. The Slow Pinnace transports cargo containers to ships, which are unloaded while the Slow Pinnace is fetching more. Patrol Tenders often find use in civilian service once they have been decommissioned, where they are used as long-ranged trading vessels.


1. SENSORS
2. BRIDGE
3. AIR LOCK
4. SHIP'S LOCKER
5. STATEROOMS
6. COMMON AREA
7. BEAM LASER TURRET
8. SANDCASTER TURRET
TO DECK 3
TO DECK 3
7
2
1
14
7
10
DECK 2
15
16
3
13
12
11
DECK 1



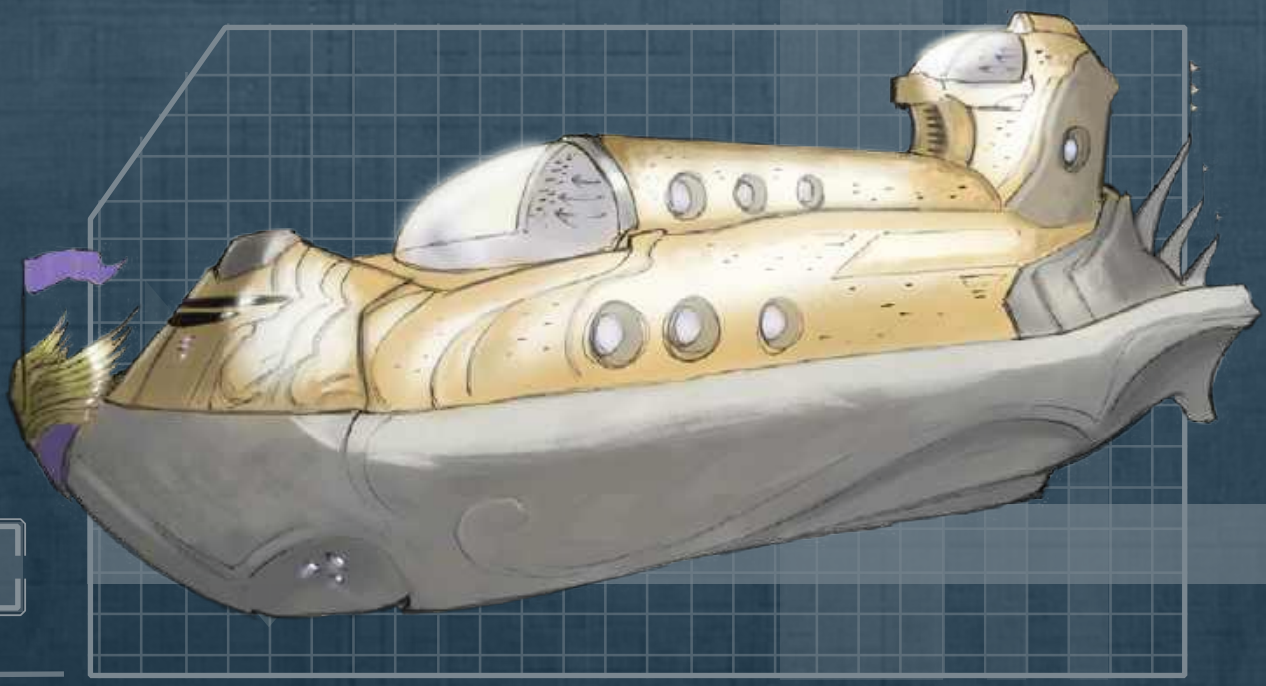
9. SANDCASTER BARREL STORAGE
10. CARGO CRANE
11. HEAVY GRAPPLING ARM
12. LOADING BELT
13. DOCKING SPACE
14. LOW BERTHS
15. CARGO HOLD
16. CARGO LIFT

QUEEN ELIZABETH-CLASS LINER

XX

TL12		TONS	COST (MCR)
Hull	1,200 tons, Streamlined	-	72
M-Drive	Thrust 1	12	24
J-Drive	Jump 3	95	142.5
Power Plant	Fusion (TL12), Power 600	40	40
Fuel Tanks	J-3, 4 weeks of operation, plus Shuttle	365	-
Bridge		40	6
Computer	Computer/10 bis	-	0.24
Sensors	Civilian Grade	1	3
Systems	Fuel Processor (100 tons/day)	5	0.25
	Fuel Scoops	-	-
	Gaming Space	15	0.09
	Library	4	4
	Medical Bay	4	2
	Docking Space (95 tons)	105	26.25
	Passenger Shuttle	-	12.807
	Low Berths x 10	5	0.5
Software	Manoeuvre/0	-	-
	Jump Control/3	-	0.3
	Library	-	-
Staterooms	Standard x 78	312	39
	High x 10	60	8
	Luxury x 4	40	6
Common Areas		92	9.2
Cargo		5	-

TOTAL: MCR 396.137



480
HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEERS X 5, MEDIC, SHUTTLE PILOT, STEWARDS X 3, ADMINISTRATOR

RUNNING COSTS

MAINTENANCE COST
Cr33011/month

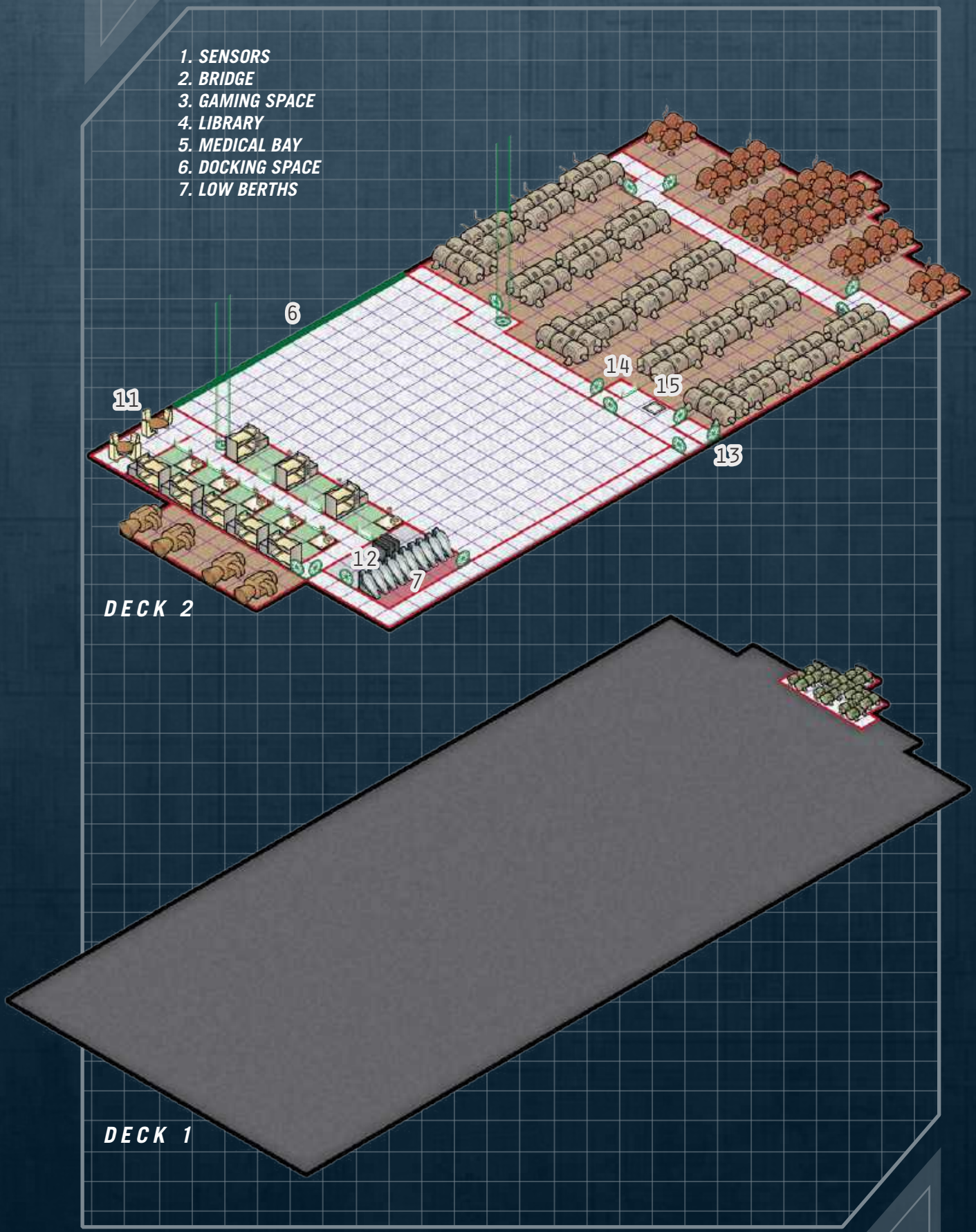
PURCHASE COST
MCr396.137

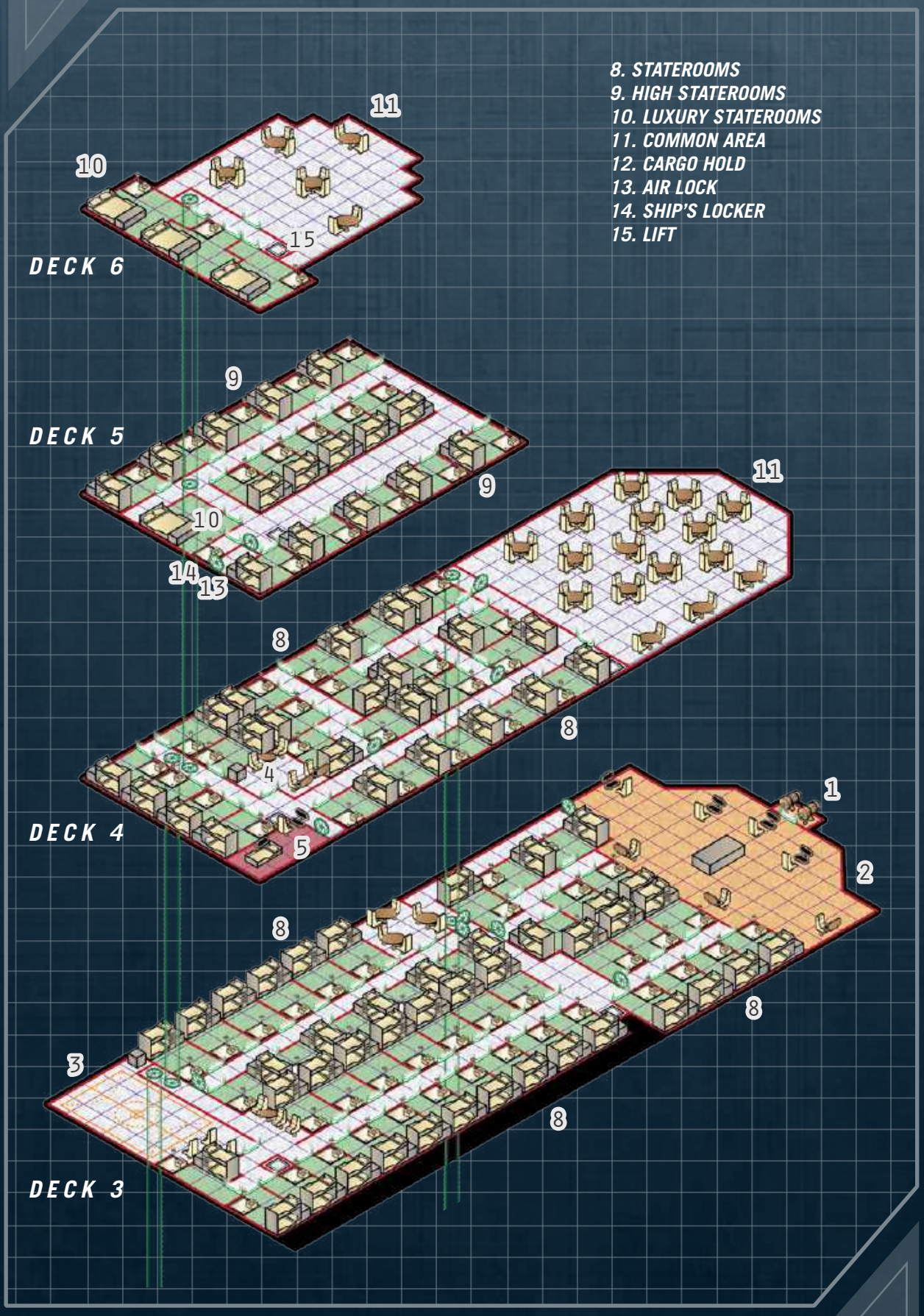
POWER REQUIREMENTS

120 MANOEUVRE DRIVE	240 BASIC SHIP SYSTEMS
360 JUMP DRIVE	1 SENSORS

5
FUEL PROCESSOR

The *Queen Elizabeth*-class of liners are built as flying hotels, typically leased out to governments, corporations and excessively rich nobles. Capable of atmospheric landings, these liners can either function as conventional hotels on any flat space upon an attractive world, or float within range of spectacular stellar phenomena.


1. SENSORS
2. BRIDGE
3. GAMING SPACE
4. LIBRARY
5. MEDICAL BAY
6. DOCKING SPACE
7. LOW BERTHS
6
11
14
15
13
12
7
DECK 2
DECK 1


8. STATEROOMS
9. HIGH STATEROOMS
10. LUXURY STATEROOMS
11. COMMON AREA
12. CARGO HOLD
13. AIR LOCK
14. SHIP'S LOCKER
15. LIFT
DECK 6
DECK 5
DECK 4
DECK 3

ULFHEDNAR-CLASS ESCORT CARRIER

XX

TL13		TONS	COST (MCR)
Hull	2,000 tons, Standard	-	100
Armour	Crystaliron, Armour 4	100	20
Armoured Bulkheads	Bridge, Turrets	5	1
M-Drive	Thrust 4	80	160
J-Drive	Jump 4	205	307.5
Power Plant	Fusion (TL12), Power 2205	147	147
Fuel Tanks	J-4, 4 weeks of operation, plus Light Fighters	825	-
Bridge	Holographic Controls	40	12.5
	Sensor Station x 2	2	1
Computer	Computer/20 fib	-	7.5
Sensors	Improved	3	4.3
	Countermeasures Suite	2	4
	Enhanced Signal Processing	2	8
Weapons	Triple Turrets (beam lasers) x 10	10	25
Systems	Fuel Scoops	-	1
	Medical Bay	4	2
	Briefing Rooms x 2	8	2
	Recovery Deck (10 tons)	100	50
	Launch Tube (10 tons)	100	50
	Full Hangar (120 tons)	240	48
	Light Fighters x 12	-	109.08
Software	Manoeuvre/0	-	-
	Jump Control/4	-	0.4
	Library	-	-
	Battle System/1	-	18
Staterooms	Standard x 25	100	12.5
Common Areas		20	2
Cargo		7	

TOTAL: MCR 1091.70

800
HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, OFFICER X 2, ENGINEERS X 13, MAINTENANCE X 4, SENSOR OPERATORS X 2, MEDIC, GUNNERS X 10, FIGHTER PILOTS X 12

RUNNING COSTS

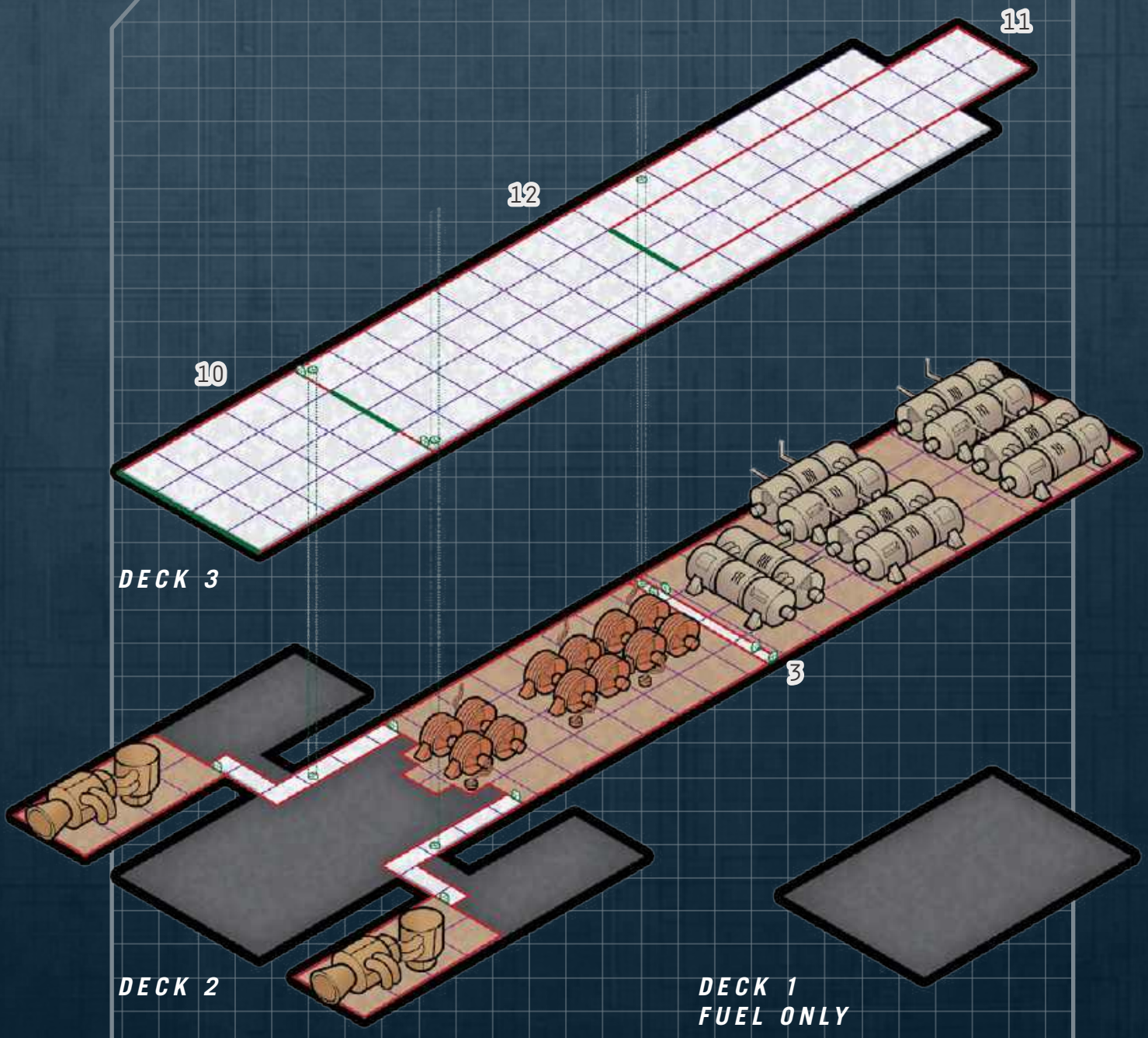
MAINTENANCE COST
Cr90975/month

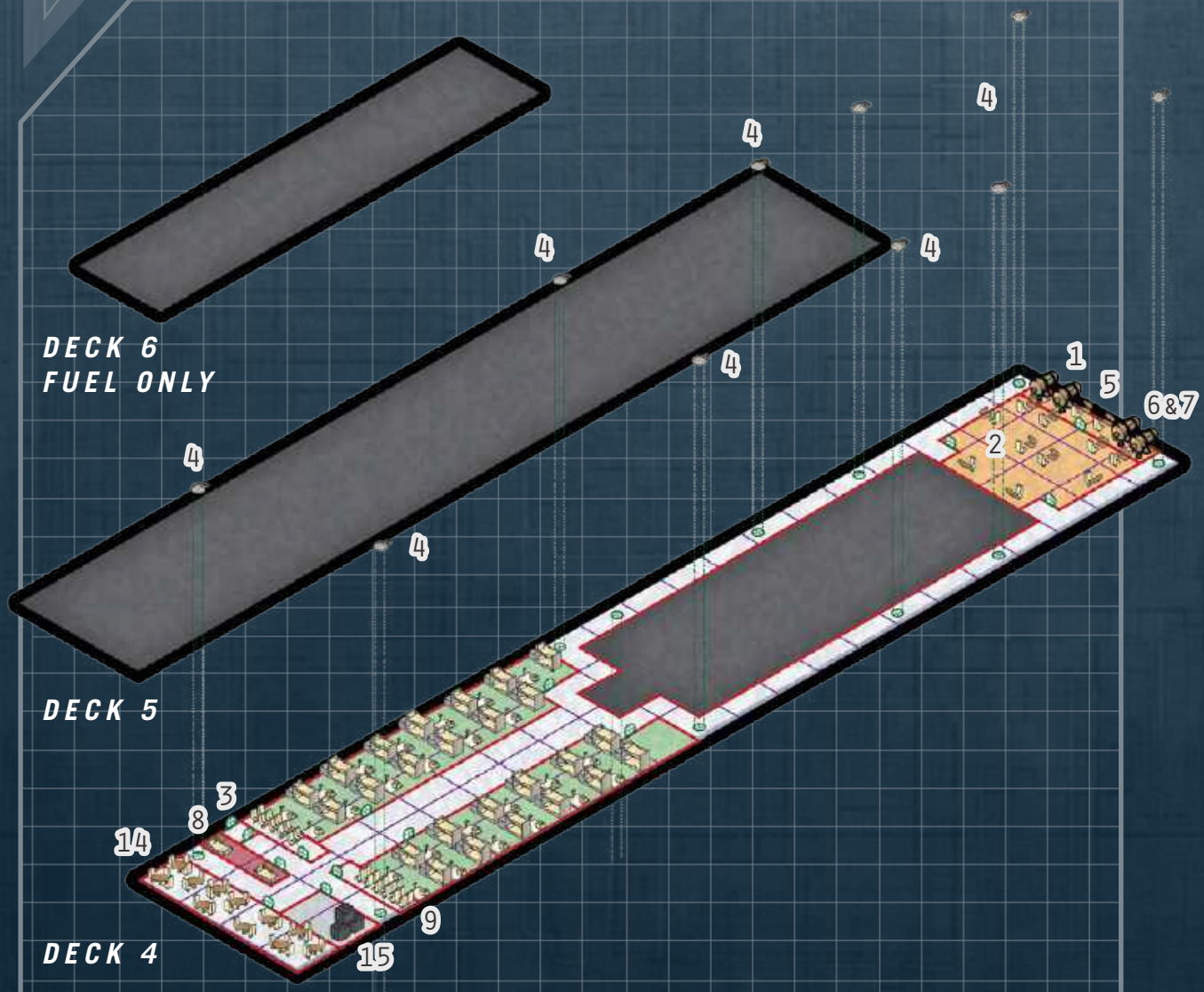
PURCHASE COST
MCr1091.7

POWER REQUIREMENTS

800 MANOEUVRE DRIVE	400 BASIC SHIP SYSTEMS
800 JUMP DRIVE	7 SENSORS
130 WEAPONS	10 FUEL PROCESSOR

Used for escorting other ships, typically convoys, the *Ulfhednar*-class not only carries a full squadron of fighters but can protect its charges with its own laser turrets. Within naval fleets, escort carriers such as the Ulfhednar are capable of carrying fewer but heavier fighters for a stronger punch.


11
12
10
DECK 3
3
DECK 2
DECK 1
FUEL ONLY
7.5M
15M
1 sq. = 5 Ton



1. SENSORS
2. BRIDGE
3. AIR LOCK
4. BEAM LASER TURRET
5. SENSORS STATION
6. COUNTERMEASURES SUITE
7. ENHANCED SIGNAL PROCESSING
8. MEDICAL BAY
9. BRIEFING ROOMS
10. RECOVERY DECK
11. LAUNCH TUBE
12. FULL HANGAR
13. STATEROOMS
14. COMMON AREA
15. CARGO HOLD

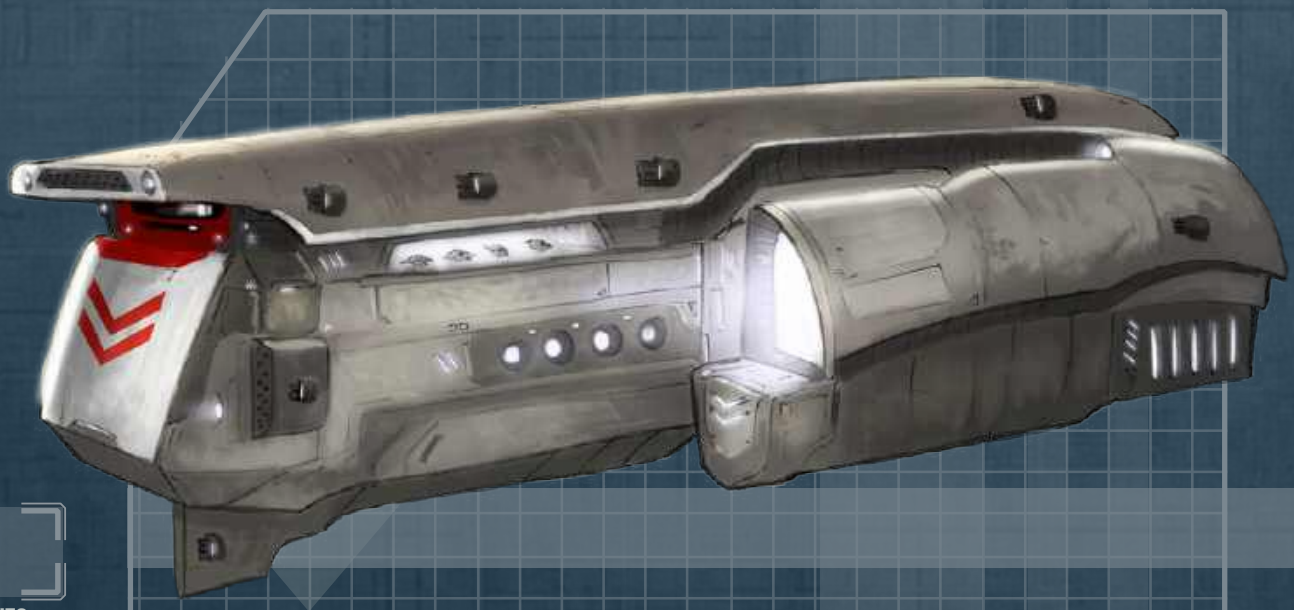
1 sq. = 5 Ton

RITCHEY-CLASS ESCORT

XX

TL13		TONS	COST (MCR)
Hull	8,000 tons, Standard	-	400
Armour	Crystaliron, Armour 6	600	120
	Radiation Shielding	-	200
Armoured Bulkheads	Bridge, M-drive, J-drive, Power Plant, Screens, Turrets, Barbettes, Bays	275.3	55.06
M-Drive	Thrust 6	480	960
J-Drive	Jump 4	805	1207.5
Power Plant	Fusion (TL12), Power 10770	718	718
Fuel Tanks	J-4, 4 weeks of operation, plus Pinnaces	3274	-
Bridge	Holographic Controls	60	50
Computer	Computer Core/40 fib	-	67.5
Sensors	Improved, Distributed Array	9	12.9
	Countermeasures Suite	2	4
	Enhanced Signal Processing	2	8
Weapons	Small Missile Bays x 10	500	120
	Particle Barbettes x 10	50	80
	Triple Turrets (beam lasers) x 40	40	100
Ammunition	Standard Missiles x 2400	200	-
Screens	Meson Screens x 5	50	100
	Nuclear Dampers x 5	50	50
Systems	Repair Drones	80	16
	Armoury	3	0.75
	Medical Bay	8	4
	Full Hangar (80 tons)	160	32
	Pinnaces x 2	-	17.424
Software	Manoeuvre/0	-	-
	Jump Control/4	-	-
	Library	-	-
	Evade/1	-	1
	Auto-Repair/2	-	10
	Advanced Fire Control/1	-	12
	Electronic Warfare/2	-	18
	Point Defence/2	-	12
Staterooms	Standard x 110	440	55
Common Areas		110	11
Cargo		83.7	-

TOTAL: MCr 4442.134



800

HULL POINTS

CREW

CAPTAIN, PILOTS X 2, ASTROGATOR, OFFICERS X 21, ENGINEERS X 59, MAINTENANCE X 16, MEDICS X 2, GUNNERS X 70, PINNACE PILOTS X 2, ADMINISTRATORS X 8, MARINES X 12

RUNNING COSTS

MAINTENANCE COST
MCr3.701778/month

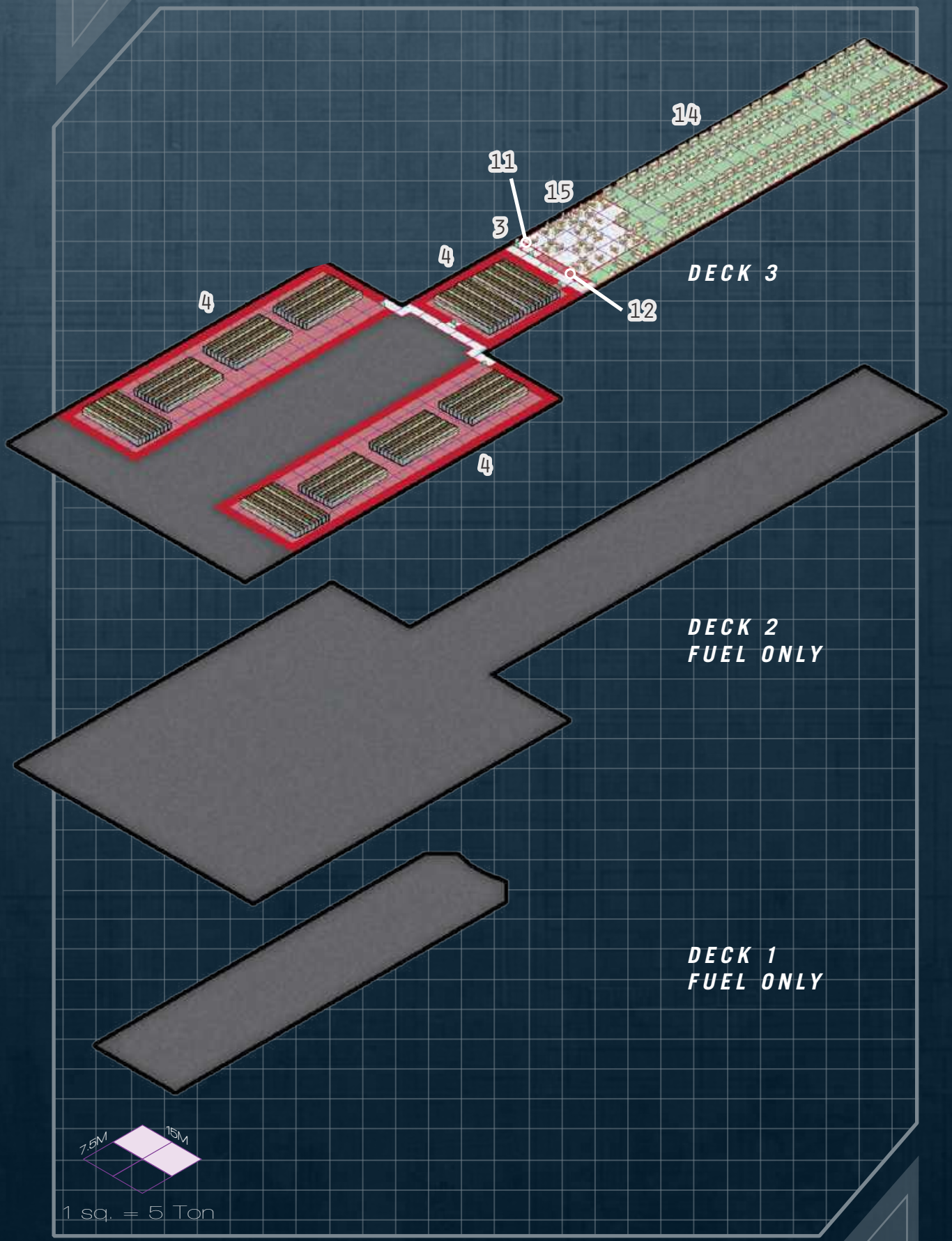
• • • • •

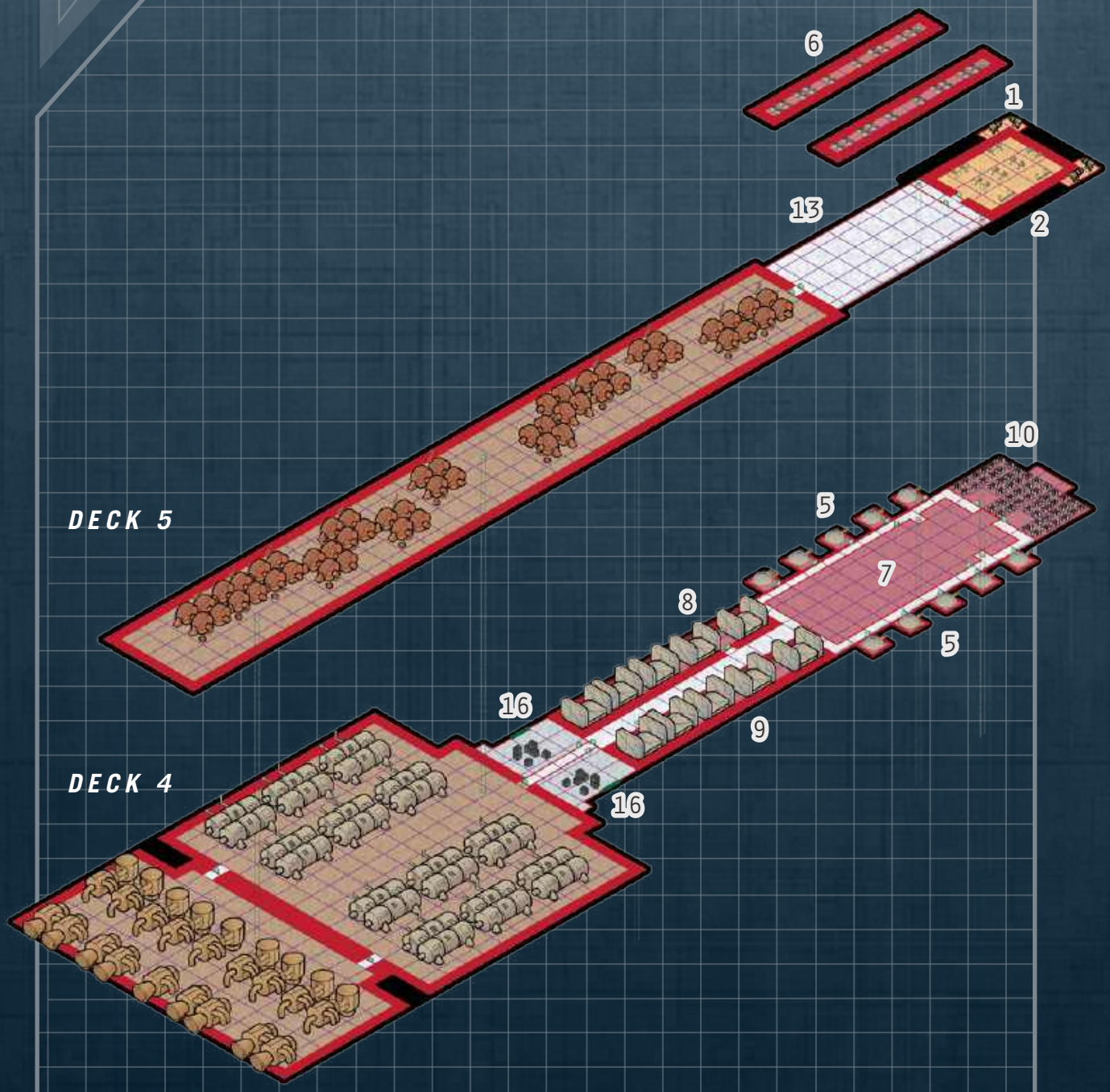
PURCHASE COST
MCr4442.134

POWER REQUIREMENTS

4800 MANOEUVRE DRIVE	1600 BASIC SHIP SYSTEMS
3200 JUMP DRIVE	11 SENSORS
795 WEAPONS	250 SCREENS

Not intended to go toe-to-toe with other warships alone, the Ritchey-class escort protects other ships in fleets or convoys. To this end, the escort is equipped with weapons and systems designed to 'screen' friendly ships from enemy fighters, missiles and lighter attackers.


14
11
15
3
4
4
12
DECK 3
4
DECK 2
FUEL ONLY
DECK 1
FUEL ONLY
7.5M
15M
1 sq. = 5 Ton



1. SENSORS
2. BRIDGE
3. AIR LOCK
4. SMALL MISSILE BAYS
5. PARTICLE BARBETTES
6. BEAM LASER TURRETS
7. MISSILE STORAGE
8. MESON SCREEN
9. NUCLEAR DAMPER
10. REPAIR DRONES
11. ARMOURY
12. MEDICAL BAY
13. FULL HANGAR
14. STATEROOMS
15. COMMON AREA
16. CARGO HOLD

1 sq. = 5 Ton

GALOOF-CLASS MEGAFREIGHTER XX

TL12		TONS	COST (MCR)
Hull	30,000 tons, Standard	-	1500
M-Drive	Thrust 1	300	600
J-Drive	Jump 3	2255	3382.5
Power Plant	Fusion (TL12), Power 15000	1000	1000
Fuel Tanks	J-3, 4 weeks of operation, plus Shuttles	9105	-
Bridge		60	150
Computer	Computer Core/10 bis	-	0.24
Sensors	Civilian Grade	1	3
Systems	Loading Belts x 10 (TL12)	10	0.1
	Briefing Room	4	0.5
	Cargo Cranes x 6	304	304
	Medical Bay	4	2
	Re-entry Capsules x 170	85	3.4
	Full Hangar (475 tons)	950	190
	Shuttles x 5	-	75.735
Software	Manoeuvre/0	-	-
	Jump Control/3	-	-
	Library	-	-
Staterooms	Standard x 87	348	43.5
	High	6	0.8
Common Areas		320	32
Cargo		15248	-

TOTAL: MCR 7287.77

15000

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, OFFICERS X 8, ENGINEERS X 102, MAINTENANCE X 30, ADMINISTRATORS X 15, MEDICS X 2, SHUTTLE PILOTS X 5,

RUNNING COSTS

MAINTENANCE COST
MCr6.073145/month

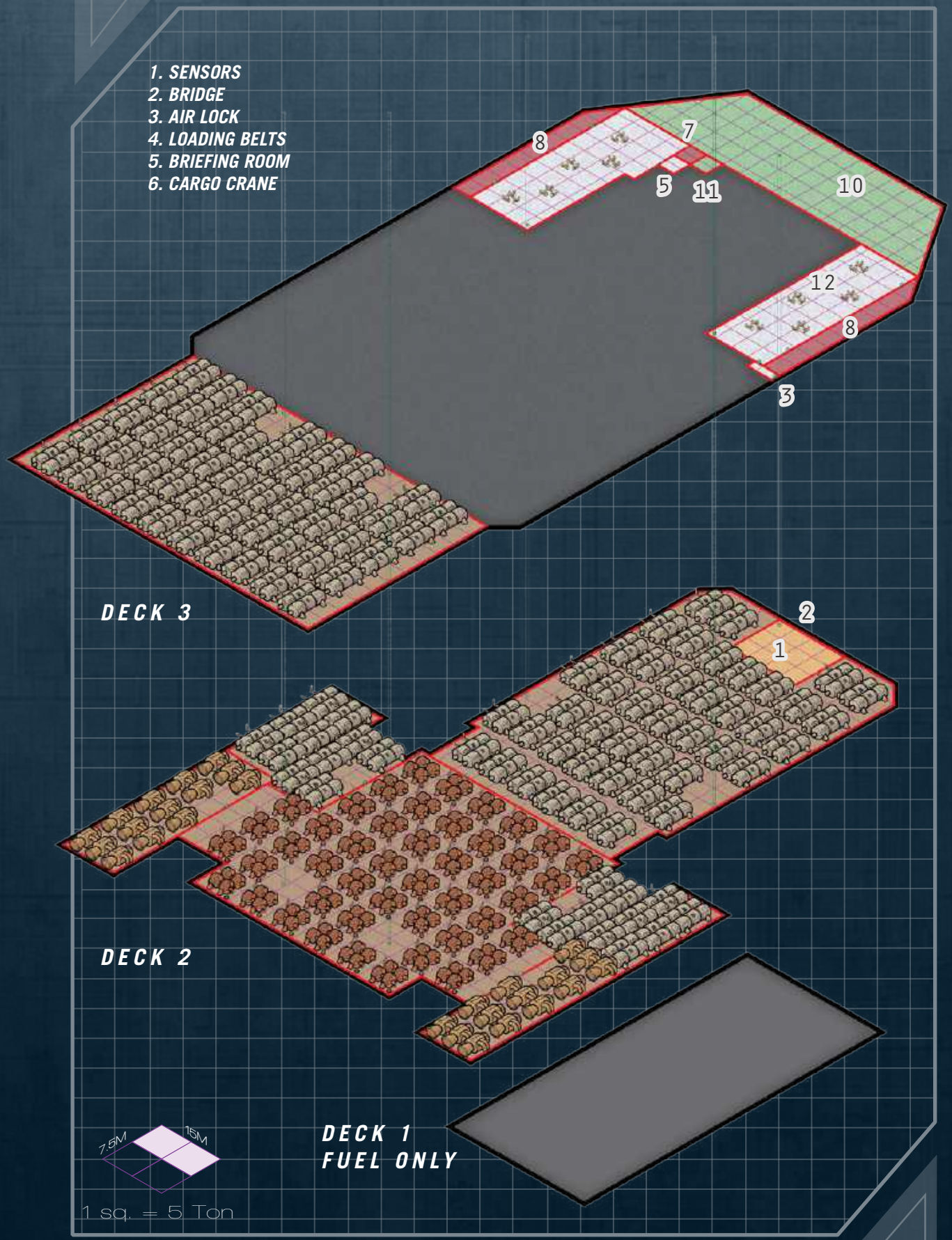
• • • • •

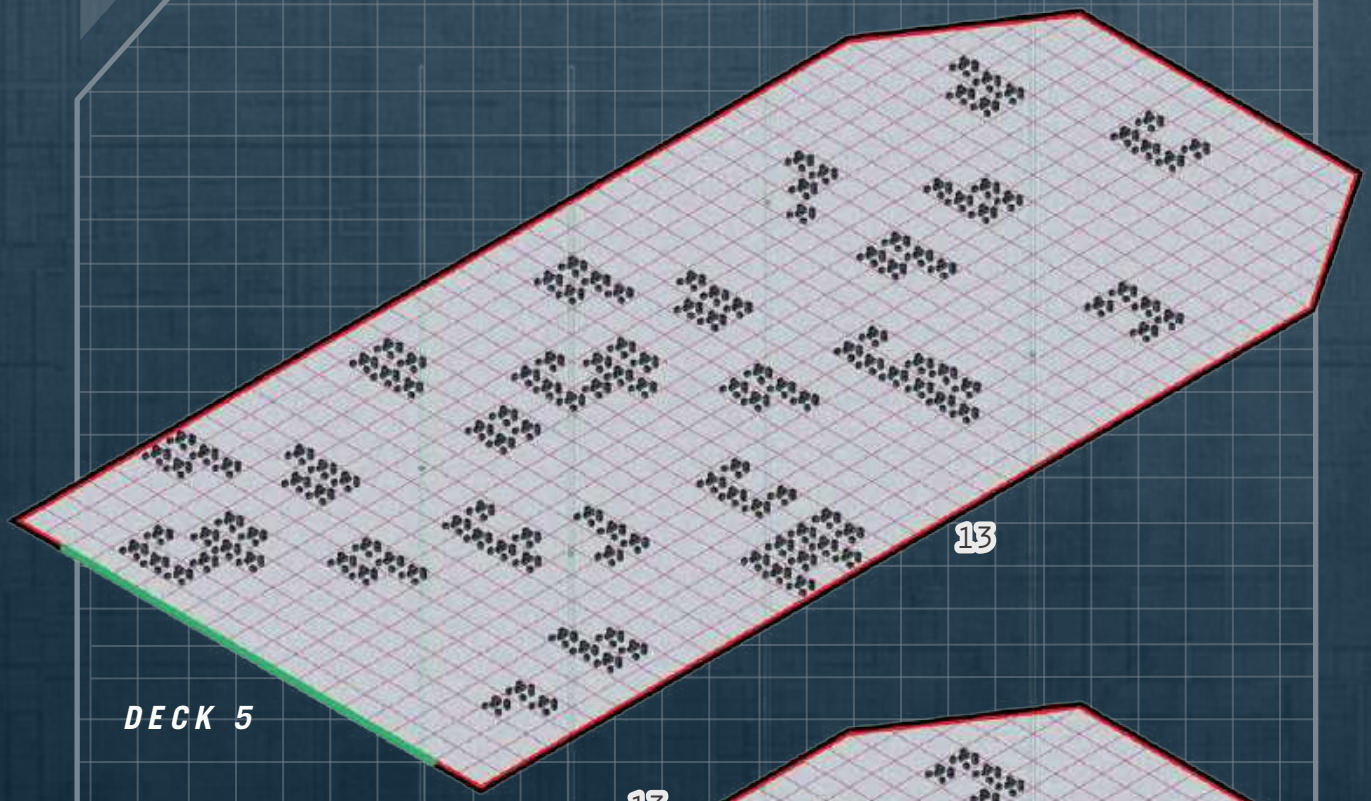
PURCHASE COST
MCr7287.77

POWER REQUIREMENTS

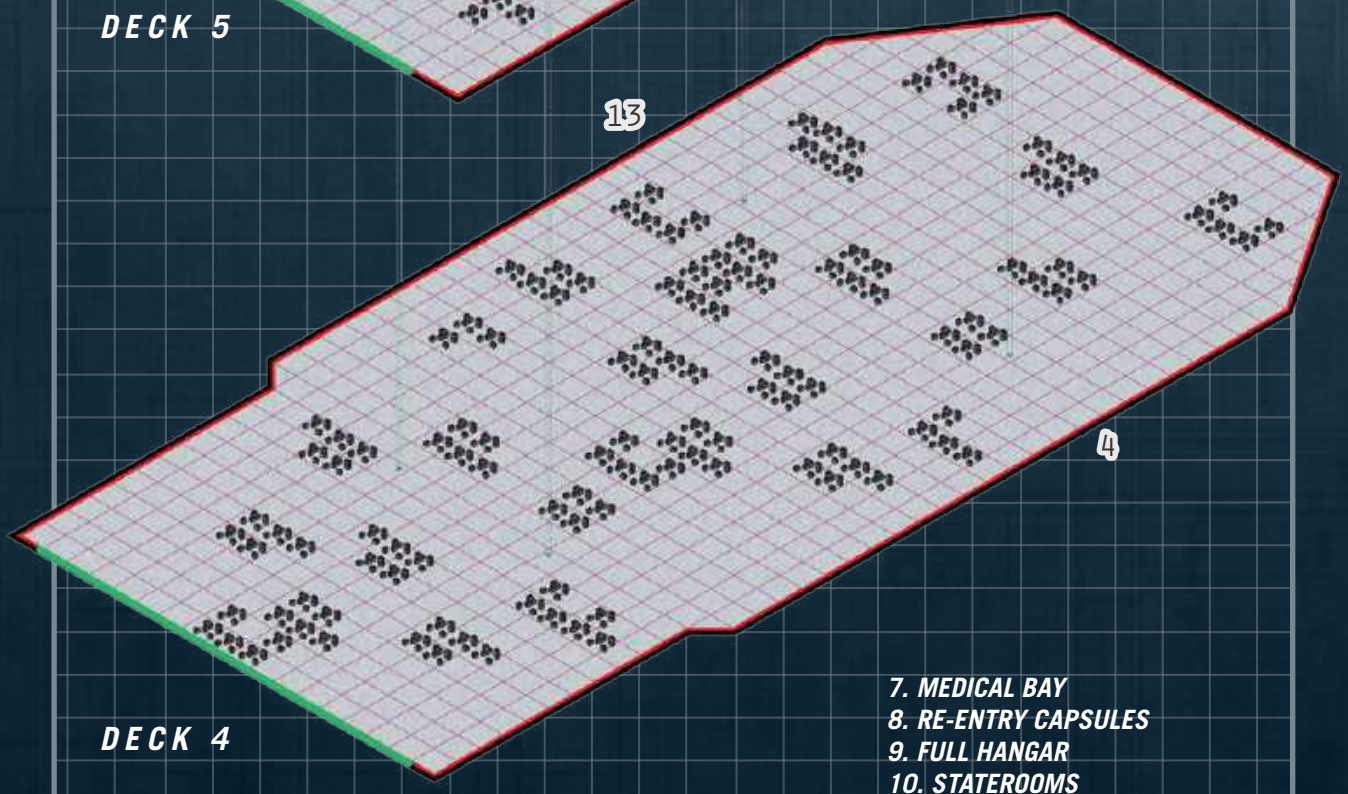
3000	6000
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
9000	1
JUMP DRIVE	SENSORS

The *Galoof*-class megafreighter is a capital ship-sized trading vessel, funded by the largest corporations to transport vast quantities of cargo across the stars. It is not pretty to look at by any means, but forms a vital lifeline to systems that are too heavily populated to be served by free traders. Capturing a megafreighter like the *Galoof* is a lifelong ambition for many pirates, and so it rarely travels without an escort which grows only larger as more dangerous space is crossed. Conditions on board are Spartan, but the sheer size of the cavernous cargo bays always leave a first-timer Traveller breathless.


1. SENSORS
2. BRIDGE
3. AIR LOCK
4. LOADING BELTS
5. BRIEFING ROOM
6. CARGO CRANE
8
7
5
11
10
12
8
3
DECK 3
2
1
DECK 2
7.5M
15M
1 sq. = 5 Ton
DECK 1
FUEL ONLY



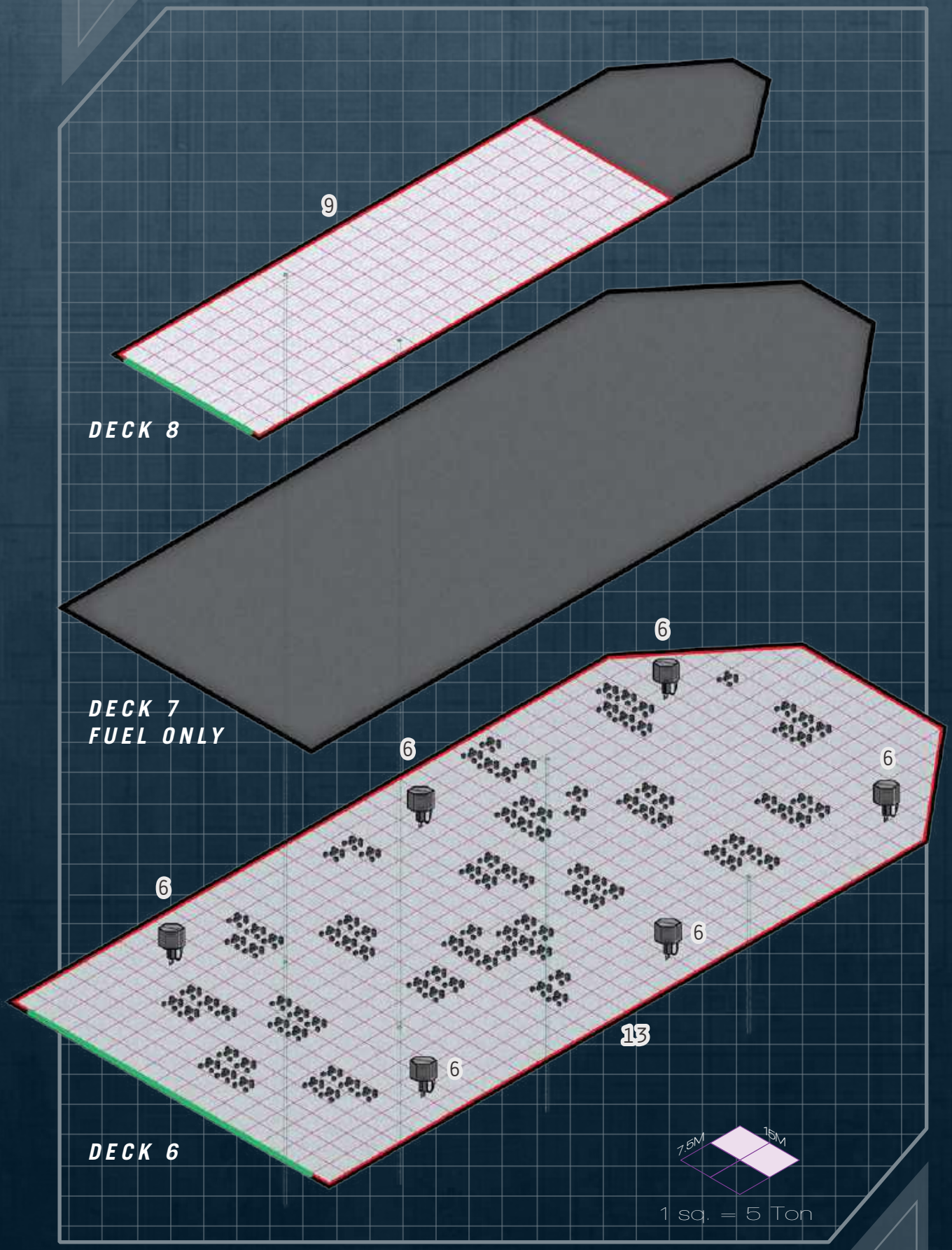
DECK 5



DECK 4

1 sq. = 5 Ton

7. MEDICAL BAY
8. RE-ENTRY CAPSULES
9. FULL HANGAR
10. STATEROOMS
11. HIGH STATEROOMS
12. COMMON AREA
13. CARGO HOLD


9
DECK 8
DECK 7
FUEL ONLY
6
6
6
6
6
6
13
DECK 6
7.5M
15M
1 sq. = 5 Ton

PLANET-CLASS HEAVY CRUISER

XX

TL15		TONS	COST (MCR)
Hull	75,000 tons, Standard, Reinforced	-	5,625
Armour	Bonded Superdense, Armour 15	9,000	6,750
	Radiation Shielding	-	1,875
Armoured Bulkheads	Power Plant, M-Drive, J-Drive, Spinal Mount, Small Bays, Meson Screens, Nuclear Dampers, Bridge, Command Bridgem Missile Storage, Sensors	2,647.2	529.44
M-Drive	Thrust 6	4,500	9,000
J-Drive	Jump 4	7,505	11,257.5
Power Plant	Fusion (TL15), Power 100,000	5,000	10,000
Fuel Tanks	J-4, 8 weeks of operation, plus Troop Transports	31,006	-
Bridge	Holographic Controls	60	468.75
	Command Bridge, Holographic Controls	80	703.125
Computer	Computer Core/100	-	130
Sensors	Advanced (distributed arrays) x 2	30	31.8
	Military Countermeasures Suite	15	28
	Enhanced Signal Processing	2	8
Weapons	Spinal Mount: Improved Particle (2DD)	5,600	2,600
	Small Missile Bays x 60 (720 missile salvo)	3,000	720
	Fusion Barbettes x 16	80	64
	Triple Turrets (sandcasters) x 20	20	35
	Triple Turrets (beam Lasers) x 30	30	75
	Type III Point Defence Battery x 2	40	40
Ammuntion	Standard Missiles x 5,760	960	-
	Sandcaster Barrel x 800	80	-
Screens	Meson Screen x 10	100	200
	Nuclear Damper x 10	100	100
Systems	Fuel Processor (4,000 tons/day)	200	10
	Fuel Scoops	-	1
	Medical Bay x 2	8	4

PLANET-CLASS HEAVY CRUISER (CONTINUED)

TL15		TONS	COST (MCr)
Systems	Repair Drones	750	150
	Briefing Room x 8	32	4
	Armoury	40	10
	Docking Space (50 tons) x 6	330	82.5
	Troop Transport x 6	-	219.726
Software	Manoeuvre/0	-	-
	Jump Control/4	-	0.4
	Library	-	-
	Intellect	-	1
	Evade/3	-	3
	Fire Control/5	-	10
	Auto-Repair/2	-	10
Staterooms	Standard x 600	2,400	300
	High x 3	18	2.4
	Barracks x 225	450	22.5
Common Areas		540	54
Cargo		376.8	-

TOTAL: MCr 45425.141

POWER REQUIREMENTS

200 FUEL PROCESSOR	45,000 MANOEUVRE DRIVE
15,000 BASIC SHIP SYSTEMS	3,230 WEAPONS & SCREENS
30,000 JUMP DRIVE	28 SENSORS

41,250

HULL POINTS

CREW

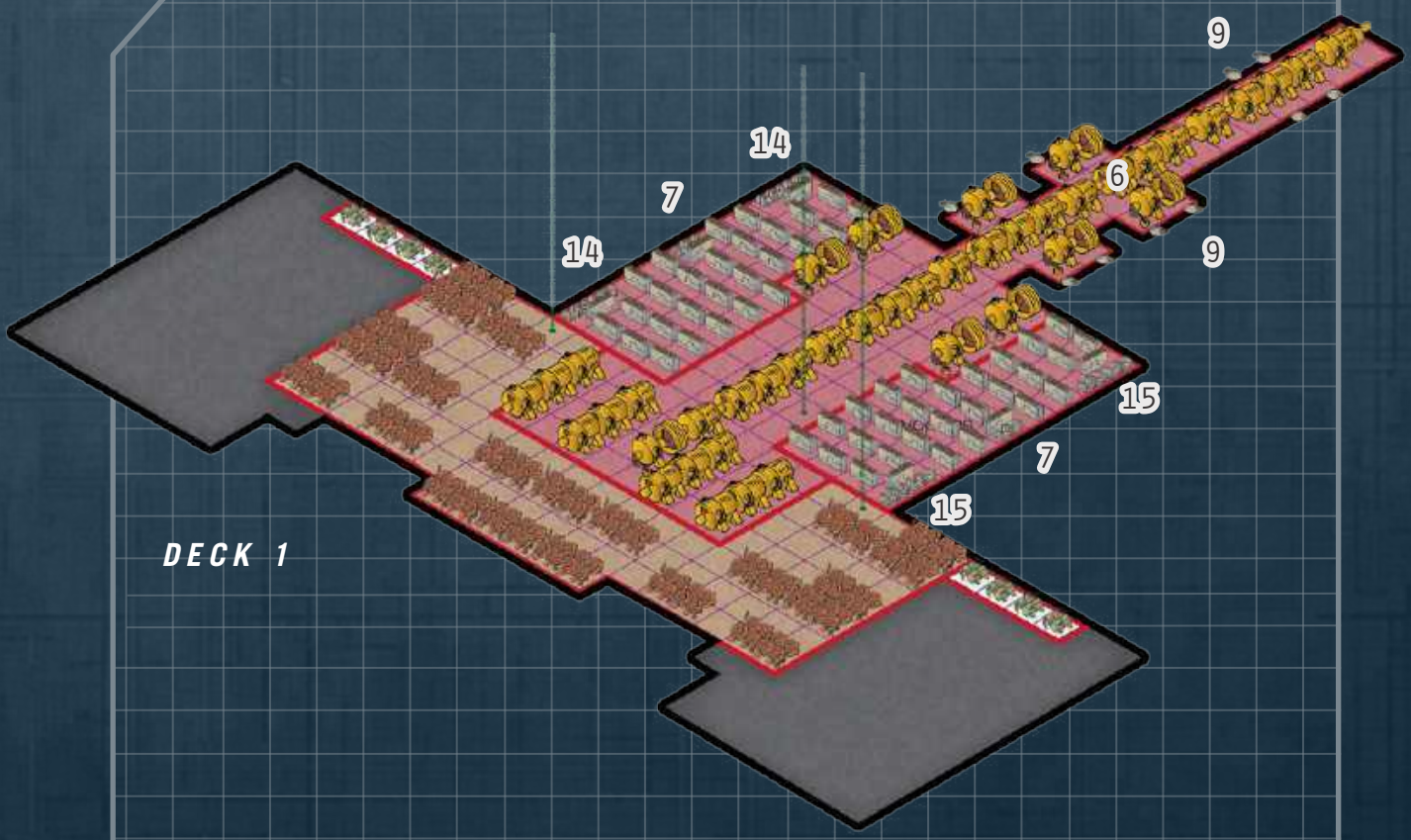
CAPTAIN, OFFICERS X 110, PILOTS X 3, ASTROGATOR, ENGINEERS X 485, MAINTENANCE X 150, MEDICS X 9, GUNNERS X 240, ADMINISTRATORS X 75, TROOP TRANSPORT PILOTS X 6, MARINES X 6

RUNNING COSTS

MAINTENANCE COST
MCr 37.854284/month

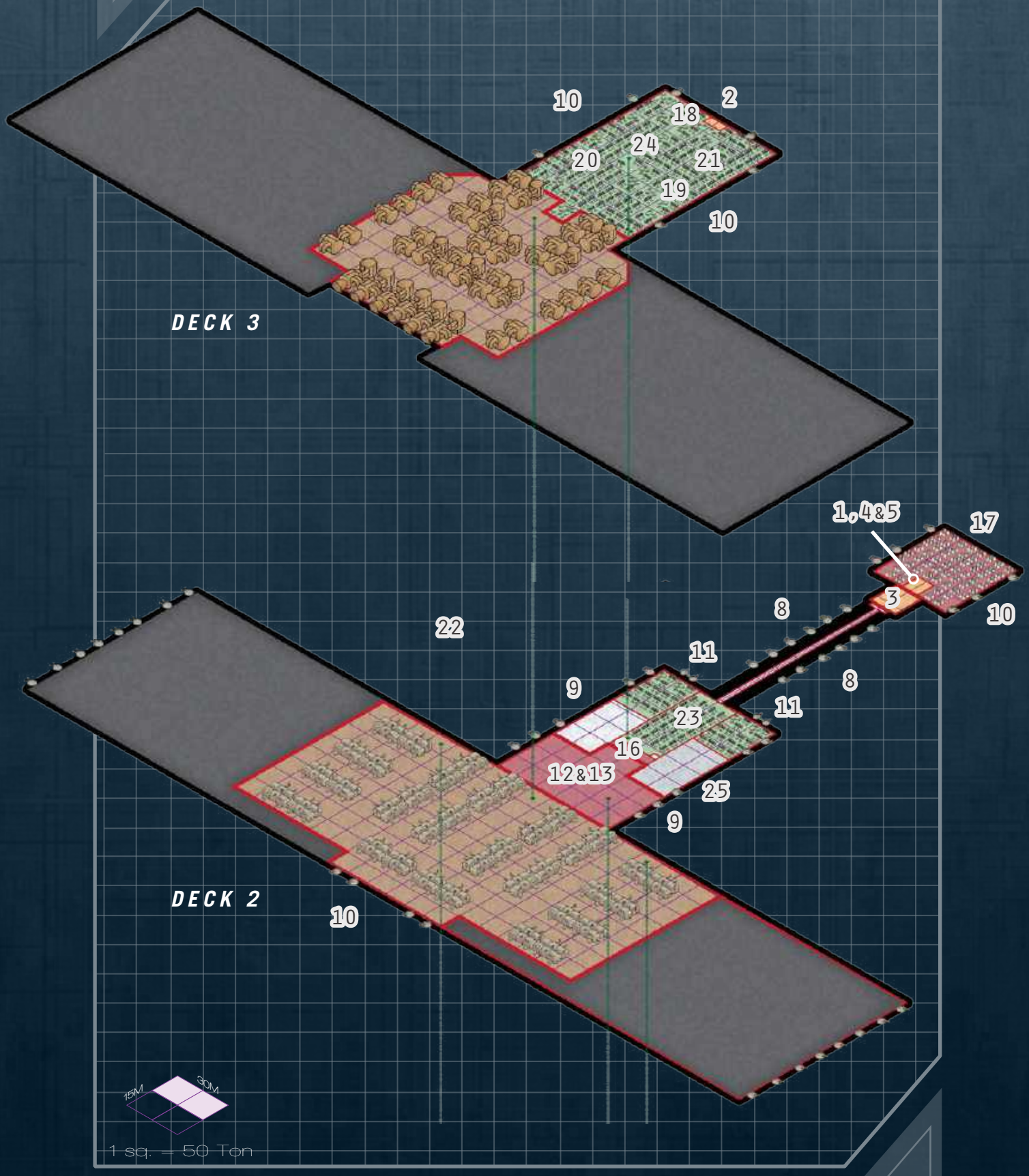
PURCHASE COST
MCr 45425.141

The Planet-class heavy cruiser is a workhorse of the Imperial navy, encountered as the centrepiece of a task force or operating as part of a major fleet. The Planet-class was originally named the Ghalalk-class (enlarged), since the design was developed from that vessel. The Ghalalk and the following Planet-class cruisers were designed from the outset for the fleet role. Tactical and strategic mobility match the requirements for all major Imperial fleets – jump-4 and 6G acceleration. Armament is built around an advanced spinal particle accelerator capable of destroying lesser ships and inflicting serious damage on cruisers and even battleships. Secondary armament is missile-based, with an extensive fusion gun battery for close-in combat. A force of marines is routinely carried for intervention and fast-response situations.



1. SENSORS
2. BRIDGE
3. COMMAND BRIDGE
4. MILITARY COUNTERMEASURES SUITE
5. ENHANCED SIGNAL PROCESSING
6. SPINAL MOUNT
7. SMALL MISSILE BAYS
8. FUSION BARBETTES
9. SANDCASTER TURRET
10. BEAM LASER TURRET
11. POINT DEFENSE BATTERY
12. MISSILE STORAGE
13. SANDCASTER BARREL STORAGE
14. MESON SCREEN
15. NUCLEAR DAMPER
16 MEDICAL BAY
17. REPAIR DRONES
18. BRIEFING ROOMS
19. ARMOURY
20. DOCKING SPACE
21. STATEROOMS
22. HIGH STATEROOMS
23. BARRACKS
24. COMMON AREA
25. CARGO HOLD

1 sq. = 50 Ton


10
2
18
24
20
21
19
10
DECK 3
1,4&5
17
3
10
8
22
11
8
9
11
23
16
12&13
25
9
DECK 2
10
15M
30M
1 sq. = 50 Ton

HIGH GUARD: ASLAN

Despite outward appearances, Aslan ships use much the same technology as human vessels, and either race can readily utilise ships belonging to the other with a minimum of difficulty. However, Aslan do display a slightly different approach towards ships and this is reflected in their design.

Aslan have no special regard for luxury, and the Hierate does not have separate High Passage tickets. All paid passages are Middle, Basic or Low. However, any Aslan of SOC 9+ will receive the services of the ship's steward automatically, and the Middle passage baggage allowance increases to 500 kg. Aslan nobles always have precedence, and usually bump passengers of lesser standing. Working passage is common within a clan but rarely available to non-clan members.

The following are customs within Aslan space.

Space is not Territory: No Aslan male may claim a region of space. A Traveller need not ask permission to enter any region of space – but before he puts a single foot on the ground, he must give all traditional honours to the landowner.

Clan Hospitality: There is a strong tradition that 'the clan takes care of its own.' If members of a Traveller's clan live on a particular world, they will offer free food and lodging, and provide a Middle Passage ticket upon a Difficult (10+) Persuade check. Outcasts or Travellers who have been Outcasts are not extended this hospitality.

Referees can determine the presence of an Aslan's clan on a world through materials they have previously prepared; alternatively, roll 10+ on 2D, modified by the Clan Presence table.

Clan Presence

Condition	DM
Local Population 9+	+1
Local Government type H	+1
Aslan is member of one of the Tlaukhu clans	+2
Per sector distant from the clan homeworld	-1

Swapping Stories: Aslan with time on their dewclaws enjoy telling stories of their exploits and adventures. During the long days of a space journey, the passengers (and crew with no immediate jobs to perform) meet in the galley or central lounge and take turns telling stories of what they have seen, what they have done, and what they plan to do.

Participants in these story-swapping sessions gain acceptance into the group as well as diversion from the boredom of a long journey. In addition, the stories told are often the source of further adventures or expeditions.

Decoration: Aslan ships are invariably heavily decorated with inscriptions and clan heraldry; even control systems can be decorated with gold, jewels or other art. Even on military vessels, the Aslan like to decorate their surroundings.

CREWS

Aslan crew standards vary since there is no central authority to prescribe the number and type of crew required. The fundamentals of ship operation mean the requirements for pilot, astrogator, and engineer are the same as for human ships. Pilots are almost always male; astrogators and engineers are almost always female.

Stewards are not required. Most properly staffed ships will include at least one because noble males taking passage on any ship require the services of one steward per four nobles, and if no proper steward is provided, another crew member will be co-opted for the position. A well-prepared ship thus provides a steward in order to avoid losing an engineer or astrogator at the wrong moment.

Medics are not required either; the position of medic is filled when the ship's owner feels it necessary or when the crew demands it forcefully enough.

Because of the nature of Aslan society and upbringing, most ships have a male in formal command of the ship and a female who deals with many details (specifically finances) which are beneath the male's dignity. The male captain is almost always the pilot. On military ships, the female is the captain's executive officer, while on commercial ships, she will be the purser. In both cases, she may also be the astrogator.

Purser: A merchant ship engaged in commercial activity, trade, commerce, cargo transport, passenger transport, or charter activity must have a purser. Invariably, the purser will be female, and must have a minimum of either Admin 1 or Broker 1. The purser is paid a salary of Cr5000 per month.

The Aslan Crew Requirements table replaces that on page 21 of *High Guard*.

Aslan Crew Requirements

Position	Gender	Skills	Salary	Commercial	Military
Captain	Male	-	Cr10000	Usually the leading officer	1
Pilot	Male	Pilot	Cr6000	1	3
Purser	Female	Admin or Broker	Cr5000	1	-
Executive Officer	Male	Leadership or Tactics	Cr5000	-	1
Astrogator	Female	Astrogation	Cr5000	1 if jump drive installed	1 if jump drive installed
Engineer	Female	Engineer	Cr4000	1 per 35 tons of drives and power plant	1 per 35 tons of drives and power plant
Maintenance	Female	Mechanic	Cr1000	1 per 1000 tons of ship	1 per 500 tons of ship
Gunner	Male	Gunner	Cr2000	1 per turret, bay or screen	2 per turret, bay or screen, 1 per 100 tons of spinal mount weaponry
Steward	Female	Steward	Cr2000	1 per 4 noble males	1 per 4 noble males
Administrator	Female	Admin	Cr1500	1 per 2000 tons of ship	1 per 1000 tons of ship
Officer	Either	Leadership or Tactics	Cr5000 *	1 per full 20 crew	1 per full 10 crew

* This can be presumed to be an average taken across all officer positions on a ship. In practice, it will vary a great deal between junior and senior officers.

Note that any smaller craft carried by a ship will have their own crew in addition to those necessary for the mother vessel.

Societal Standards: Because of expectations within Aslan society, all but pirate ships will restrict crew positions to the proper gender. Only males may be gunners and pilots. Only females will be astrogators, pursers, engineers, medics, and stewards. Otherwise undefined crew positions (security personnel, mechanics, technicians, small craft pilots, and clerks) are open to any properly skilled individuals, although noble males will refuse most positions other than gunner or pilot.

ASLAN CONTROL SYSTEMS

Aslan controls fall into four categories – male, female, dual and reconfigurable. Male controls are deliberately simplified and abstracted, displaying only the most vital information. Female control displays are overly complex, giving a bewildering array of options to the user and requiring great skill to master. Dual controls include both male and female control systems in the one system; either the male controls are a clearly demarcated subset of the female controls, or the control system is compact enough to have two entirely separate interfaces. Finally, reconfigurable controls are the most advanced, and can dynamically change themselves to present the appropriate interface.

On most large spacecraft, the piloting and gunnery interfaces are male, while all other control systems are female. Dual controls are more common on smaller ships, where a smaller crew makes it more likely that an Aslan will have to perform duties commonly associated with the opposite gender. Ships built at TL13 or higher always have reconfigurable controls throughout.

A female Aslan will never suffer penalties for using male-configured controls (though she will likely become frustrated at their simplicity), but male Aslan using female-configured controls suffer DM-2 to all relevant checks.

Aslan dislike automated systems, so few Aslan ships come equipped with Evade programs, and Fire Control software only offers DMs to attack rolls – it cannot make automated attacks by itself.

SHRINES

All Aslan ships carry a Shrine to Heroes, where Aslan go to meditate on (and gain confidence from) the thoughts, deeds and philosophies of their ancestors. This is typically a small, private room, draped in tapestries and decorated with scenes of conquest.

An Aslan ship of more than 100 tons must have at least one Shrine to Heroes (smaller ships may have them at the option of their owners), and larger ships must have at least one per 10,000 tons. A Shrine is treated as if it were a normal stateroom (consumes 4 tons and costs MCr0.5), but it cannot be used for occupancy and does not incur any life support costs.

HRAYE-CLASS SCOUT

TL13		TONS	COST (MCR)
Hull	100 tons, Streamlined	-	6
Armour	Crystaliron, Armour 4	5	1.2
M-Drive	Thrust 2	2	4
J-Drive	Jump 2	10	15
Power Plant	Fusion (TL12), Power 45	3	3
Fuel Tanks	J-2, 12 weeks of operation	23	-
Bridge		10	0.5
Computer	Computer/5 bis	-	0.045
Sensors	Civilian Grade	1	3
Weapons	Double Turret (pulse laser/ missile rack)	1	2.25
Systems	Fuel Processor (20 tons/day) Fuel Scoops Shrine Probe Drones x 5	1 - 4 1	0.05 - 0.5 0.5
Staterooms	Standard x 4	16	2
Software	Jump Control/2 Library Manoeuvre/0	- - -	0.2 - -
Common Areas		8	0.8
Cargo		15	-

TOTAL: MCr 39.045

CREW

PILOT, ASTROGATOR, ENGINEER

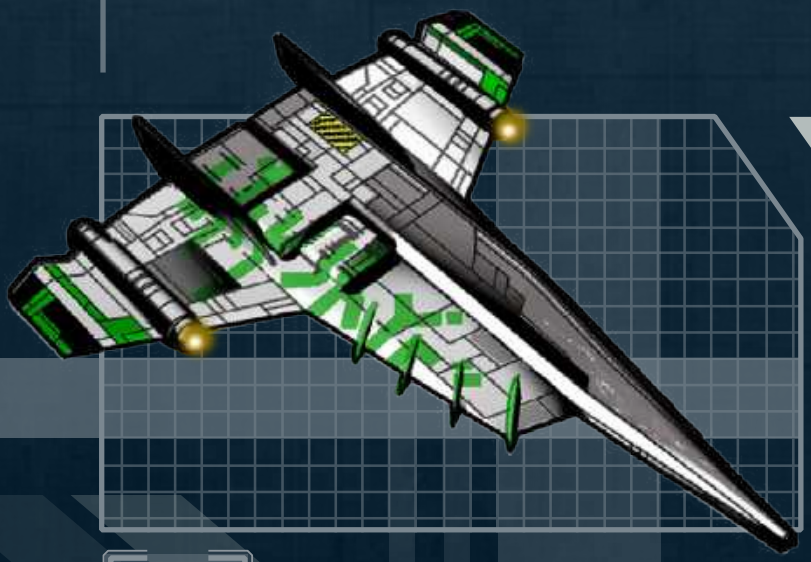
RUNNING COSTS

MAINTENANCE COST
Cr3253/month

PURCHASE COST
MCr39.045

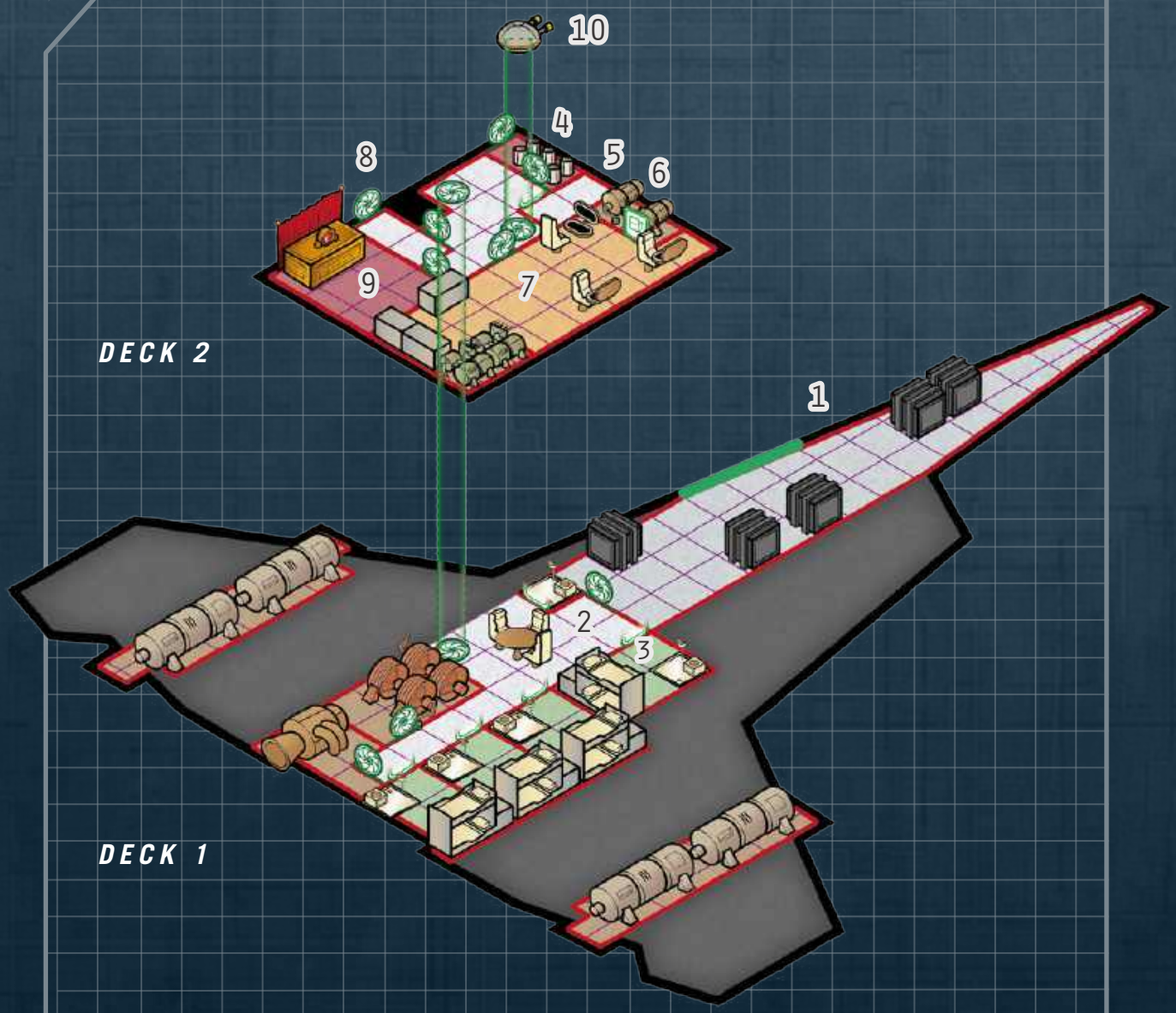
POWER REQUIREMENTS

20 MANOEUVRE DRIVE	20 BASIC SHIP SYSTEMS
20 JUMP DRIVE	1 SENSORS
5 WEAPONS	1 FUEL PROCESSSOR



40
HULL POINTS

Using a 100-ton hull, the *Hraye* scout is intended primarily for exploration duties (the variant *Ihateisho*-class scout is a more common sight outside Hierate space). This ship requires a crew of two, pilot and engineer/astrogator (though one individual with pilot, engineer, and astrogator skills can handle the ship alone). The *Hraye*'s cheap running cost means these vessels are often found serving as couriers or transports in small colonies.



1. CARGO HOLD
2. COMMON AREA
3. STATEROOMS
4. PROBE DRONES
5. SHIP'S LOCKER
6. SENSORS
7. BRIDGE
8. AIR LOCK
9. SHRINE
10. DOUBLE TURRET

IHATEISHO-CLASS SCOUT

TL13		TONS	COST (MCR)
Hull	100 tons, Streamlined	-	6
M-Drive	Thrust 2	2	4
J-Drive	Jump 4	15	22.5
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	J-4, 12 weeks of operation	43	-
Bridge		10	0.5
Computer	Computer/15 bis	-	3
Sensors	Military Grade	2	4.1
Weapons	Triple Turret (pulse lasers)	1	4
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	-	-
	Shrine	4	0.5
	Docking Space (4 tons)	5	1.25
	Air/raft	-	0.25
Staterooms	Standard	4	0.5
	Low Berth	0.5	0.05
Software	Jump Control/4	-	0.4
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/3	-	6
	Intellect	-	1
Common Areas		4	0.4
Cargo		4.5	-

TOTAL: MCr 58.51

CREW

PILOT, ASTROGATOR, ENGINEER

RUNNING COSTS

MAINTENANCE COST
Cr4876/month

PURCHASE COST
MC58.51

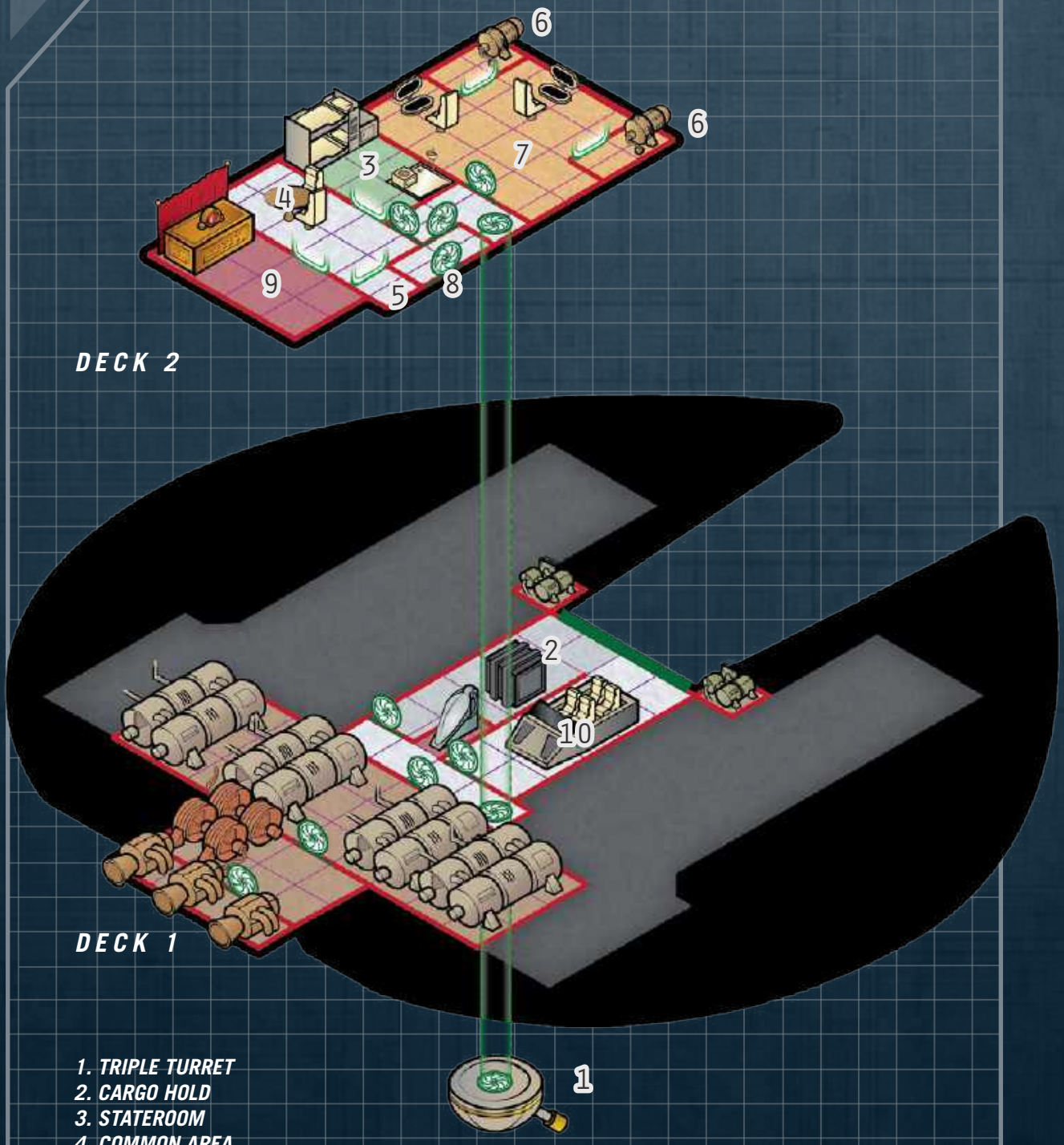
POWER REQUIREMENTS

20 MANOEUVRE DRIVE	20 BASIC SHIP SYSTEMS
40 JUMP DRIVE	2 SENSORS
13 WEAPONS	1 FUEL PROCESSSOR

40
HULL POINTS

This is one of the iconic Aslan vessels. Ships of this design are given to the *ihatei* of nobles, to roam the galaxy in search of territories to conquer. Contrary to most Aslan vessels, the controls of this ship have a high degree of automatation, to allow less than technically adept males operate it without female help.

The *ihateisho* is capable of making four-parsec jumps, allowing it to reach systems beyond the range of a standard scout. A typical *ihateisho* exploration lasts two to three years, at which point the wanderer returns to the nearest *ihatei* camp and gathers an army to conquer the most suitable territory found during his wandering. The *ihateisho* is then either returned to the clan or traded for a share in a larger vessel. An *ihateisho* is sometimes considered especially lucky if former owners have gone on to find good territories.



1. TRIPLE TURRET
2. CARGO HOLD
3. STATEROOM
4. COMMON AREA
5. SHIP'S LOCKER
6. SENSORS
7. BRIDGE
8. AIR LOCK
9. SHRINE
10. AIR/RAFT DOCKING SPACE

KTIYHUI-CLASS COURIER

TL13		TONS	COST (MCR)
Hull	200 tons, Streamlined	-	18
Armour	Crystaliron, Armour 12	30	10.8
M-Drive	Thrust 4	8	16
J-Drive	Jump 3	20	30
Power Plant	Fusion (TL12), Power 135	9	9
Fuel Tanks	J-3, 4 weeks of operation	61	-
Bridge		10	1
Computer	Computer/10 bis	-	0.18
Sensors	Improved	3	4.3
Weapons	Double Turret (pulse laser/ missile rack) Double Turret (sandcaster/ missile rack	1 1	2.25 1.5
Ammunition	Missiles x 12 Sandcaster Barrels x 20	1 1	0.25 0.025
Systems	Fuel Processor (40 tons/day) Fuel Scoops Shrine	2 - 4	0.1 - 0.5
Staterooms	Standard x 6 Luxury	24 10	3 1.5
Software	Jump Control/3 Library Manoeuvre/0 Fire Control/2	- - - -	0.3 - - 4
Common Areas		12	1.2
Cargo		3	-

TOTAL: MCR 103.905

CREW

PILOT, PURSER, ASTROGATOR, ENGINEER, GUNNERS X 2

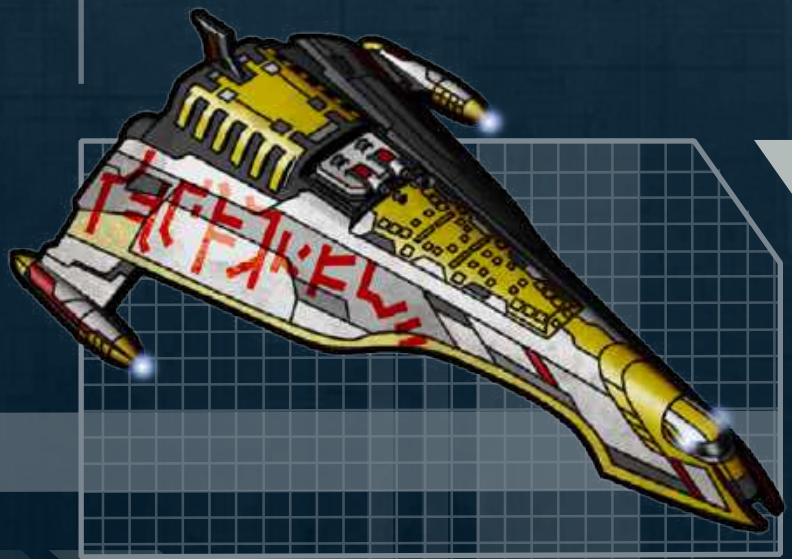
RUNNING COSTS

MAINTENANCE COST
Cr8659/month

PURCHASE COST
MCr103.905

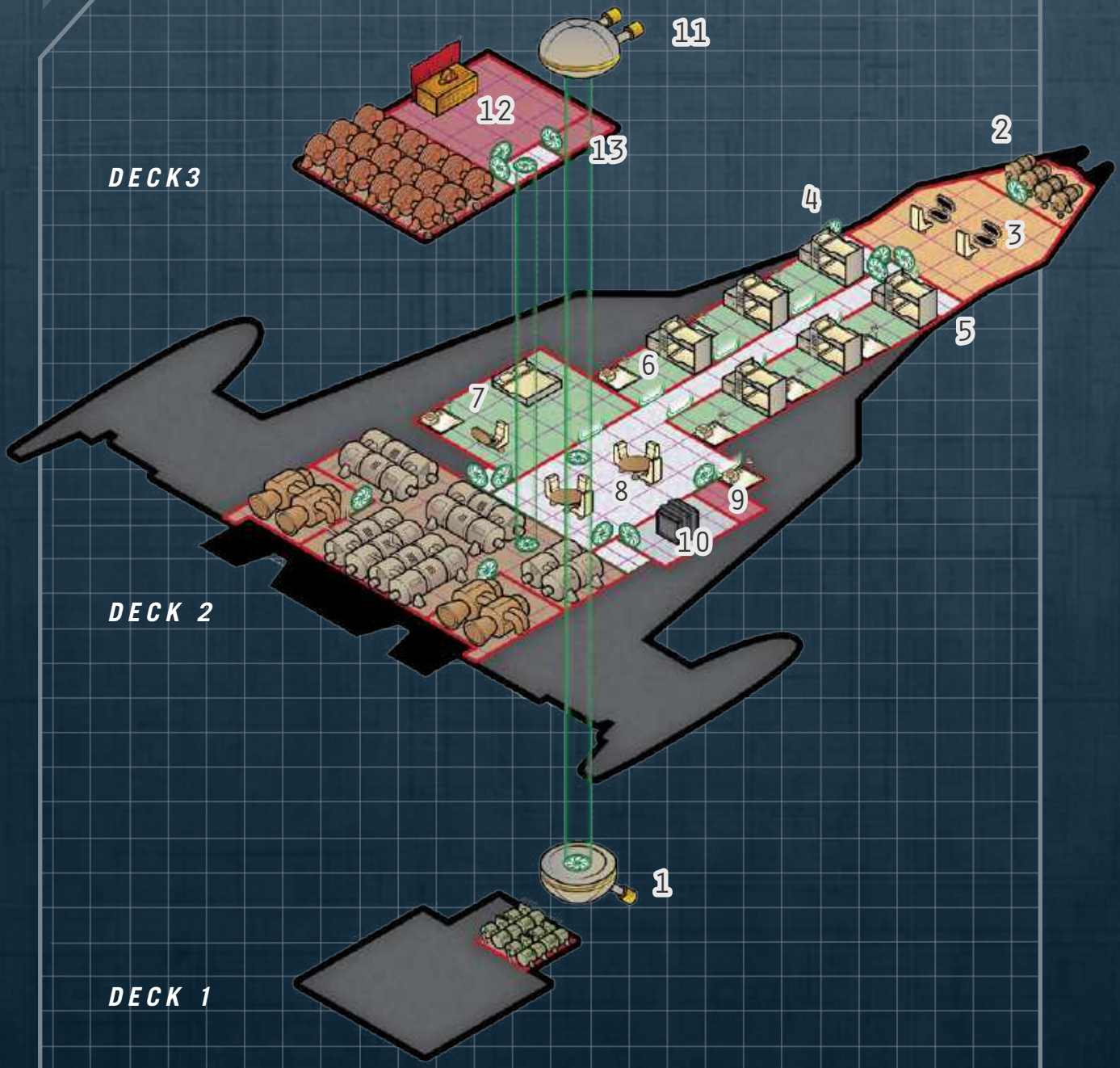
POWER REQUIREMENTS

80 MANOEUVRE DRIVE	40 BASIC SHIP SYSTEMS
60 JUMP DRIVE	4 SENSORS
6 WEAPONS	2 FUEL PROCESSSOR



Using a heavily armoured 200-ton hull, the *Ktiyhui*-class courier is a fast, long-range ship used to conduct clan business across interstellar distances. As the courier is often used to carry important dignitaries and nobles, it dedicates space to various luxuries, usually either a harem or holographic hunting ground.

88
HULL POINTS



1. DOUBLE TURRET (SANDCASTER/MISSILE)
2. SENSORS
3. BRIDGE
4. AIR LOCK
5. SHIP'S LOCKER
6. STATEROOMS
7. LUXURY STATEROOM
8. COMMON AREA
9. SANDCASTER BARREL STORAGE
10. CARGO HOLD
11. DOUBLE TURRET (PULSE LASER/MISSILE)
12. SHRINE
13. MISSILE STORAGE

KTEIROA-CLASS SEEKER

TL11		TONS	COST (MCR)
Hull	200 tons, Streamlined	-	12
M-Drive	Thrust 2	4	8
J-Drive	Jump 2	15	22.5
Power Plant	Fusion (TL8), Power 90	9	4.5
Fuel Tanks	J-2, 4 weeks of operation	41	-
Bridge	Small bridge	6	0.5
Computer	Computer/5 bis	-	0.045
Sensors	Civilian Grade	1	3
Systems	Fuel Scoops	-	-
	Fuel Processor (20 tons/day)	1	0.05
	Mining Drones x 20	40	4
	Shrine	4	0.5
Staterooms	Standard x 4	16	2
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/0	-	-
Common Areas		2	0.2
Cargo		61	-

TOTAL: MCR 57.495

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEER

RUNNING COSTS

MAINTENANCE COST
Cr4791/month

PURCHASE COST
MCr57.495

POWER REQUIREMENTS

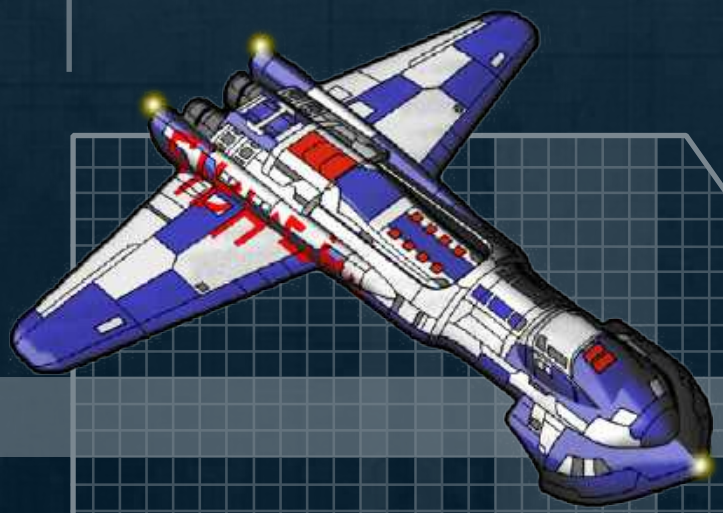
40 MANOEUVRE DRIVE

40 BASIC SHIP SYSTEMS

40 JUMP DRIVE

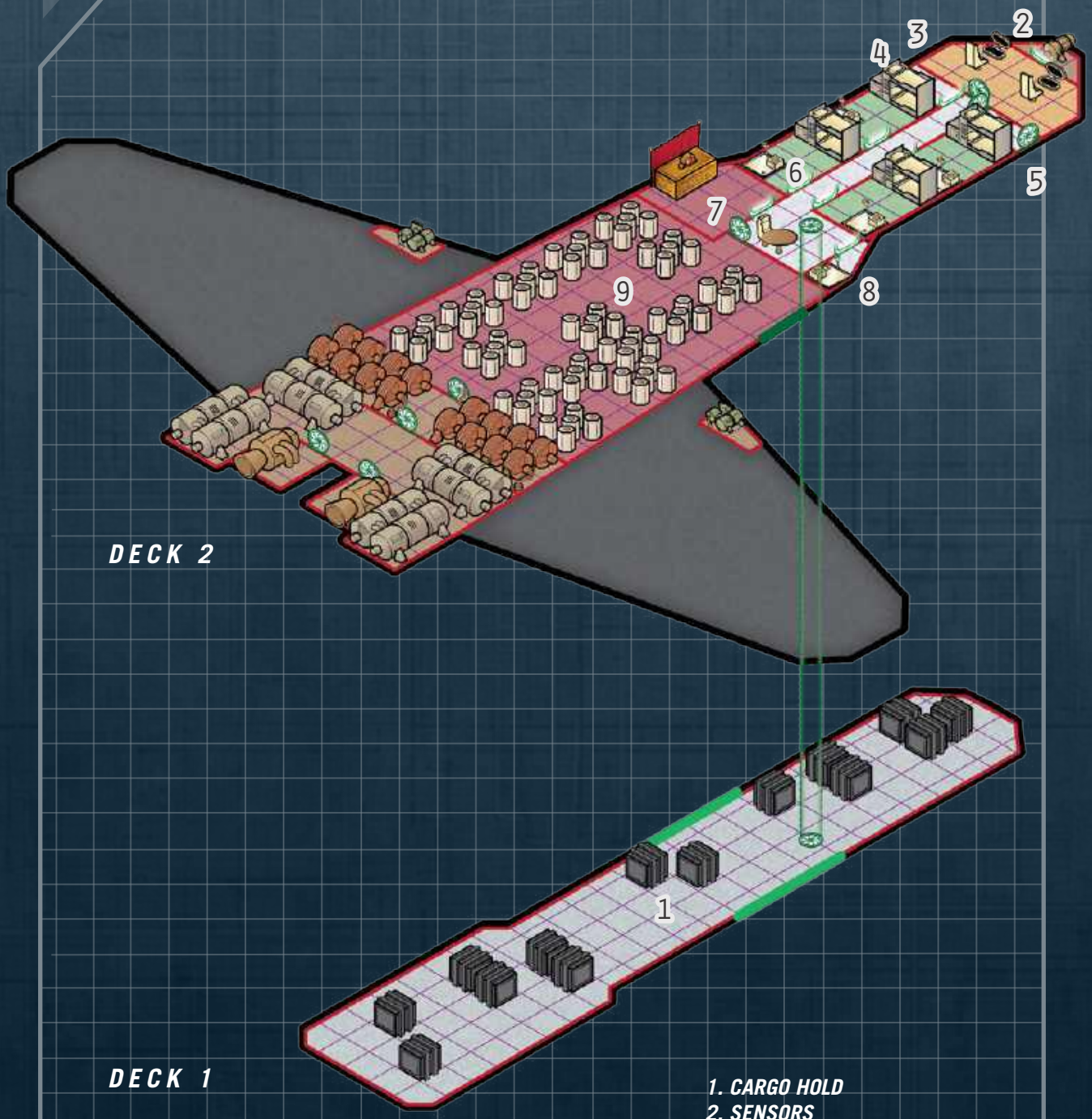
1 SENSORS

1 FUEL PROCESSSOR



80 HULL POINTS

Using a 200-ton hull, the *Kteiroa*-class seeker is a prospecting vessel adapted to explorations in asteroid belts. Unlike many similar ships, there are four staterooms – more than the crew needs, but *Kteriroa* are commonly also used as transports in isolated systems.



1. CARGO HOLD
2. SENSORS
3. BRIDGE
4. SHIP'S LOCKER
5. AIR LOCK
6. STATEROOMS
7. SHRINE
8. COMMON AREA
9. MINING DRONES

IYELIY-CLASS MESSENGER

TL14		TONS	COST (MCR)
Hull	200 tons	-	10
M-Drive	Thrust 1	2	4
J-Drive	Jump 5	30	45
Power Plant	Fusion (TL12), Power 150	10	10
Fuel Tanks	J-5, 4 weeks of operation	101	-
Bridge		10	1
Computer	Computer/20 bis	-	7.5
Sensors	Military Grade	2	4.1
Weapons	Triple Turret (pulse lasers)	1	4
Systems	Shrine	4	0.5
	Mail Distribution Array (TL13)	20	10
Staterooms	Standard x 2	8	1
Software	Jump Control/5	-	0.5
	Library	-	-
	Manoeuvre/0	-	-
	Intellect	-	1
Common Areas		4	0.4
Cargo		8	-

TOTAL: MCr 99.85

CREW

PILOT, PURSER, ENGINEER, GUNNER

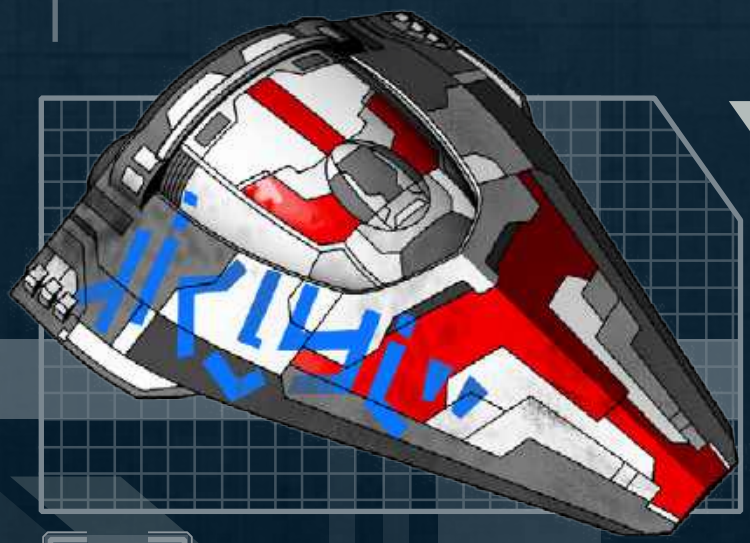
RUNNING COSTS

MAINTENANCE COST
Cr8238/month

PURCHASE COST
MCr99.85

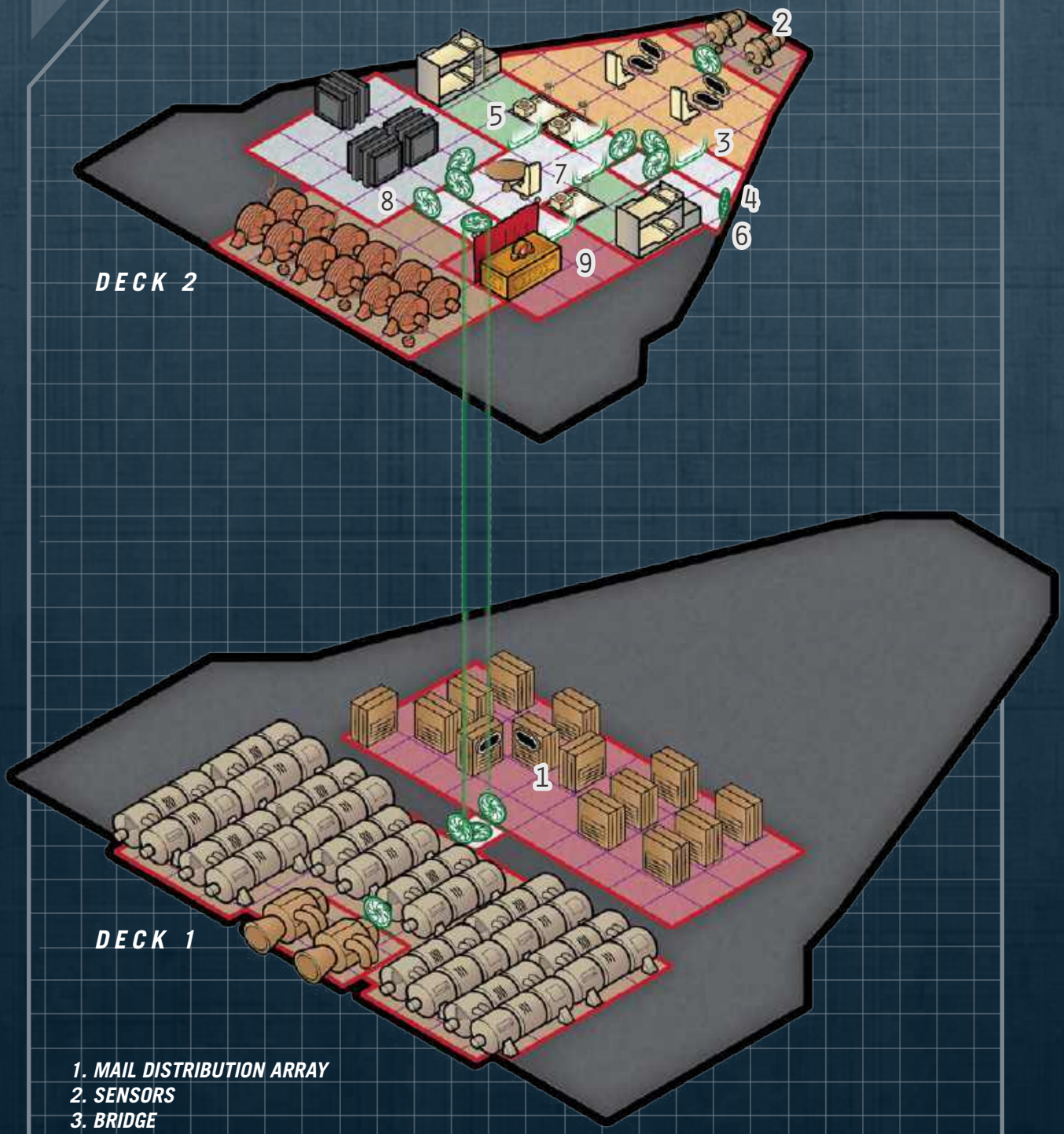
POWER REQUIREMENTS

20 MANOEUVRE DRIVE	40 BASIC SHIP SYSTEMS
100 JUMP DRIVE	2 SENSORS
13 WEAPONS	



80
HULL POINTS

The *Iyeliy*-class is the Aslan equivalent of the Imperial X-boat. Larger clans have a network of these vessels, and some Aslan news corporations have their own fleets to relay information across the Hierate. The Aslan network is much less extensive than the Imperial X-boat system, but the *Iyeliy* are capable of five-parsec jumps and so information moves faster within the Hierate. Due to the limited crew positions on the messenger ship, astrogation is often relegated to Intellect software, unless the female purser/engineer is unusually skilled.



1. MAIL DISTRIBUTION ARRAY
2. SENSORS
3. BRIDGE
4. SHIP'S LOCKER
5. STATEROOMS
6. AIR LOCK
7. COMMON AREA
8. CARGO HOLD
9. SHRINE

AOA'IW-CLASS LIGHT TRADER

TL11		TONS	COST (MCR)
Hull	300 tons, Streamlined	-	18
Armour	Crystaliron, Armour 4	15	3.6
M-Drive	Thrust 1	3	6
J-Drive	Jump 2	20	30
Power Plant	Fusion (TL8), Power 130	13	6.5
Fuel Tanks	J-2, 4 weeks of operation	62	-
Bridge		20	1.5
Computer	Computer/10	-	0.16
Sensors	Civilian Grade	1	3
Weapons	Double Turrets (beam lasers) x 2	2	3
	Double Turrets (missile rack, sandcaster)	1	1.5
Ammunition	Missiles x 12	1	-
	Sandcaster Barrels x 20	1	-
Systems	Shrine	4	0.5
	Fuel Scoops	-	-
	Docking Space (4 tons)	5	1.25
	Air/Raft	-	0.26
	Docking Space (20 tons)	22	5.5
	Launch	-	5.607
Staterooms	Standard x 8	32	4
	Low Berths x 12	6	0.6
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/0	-	-
Common Areas		6	0.6
Cargo		86	-

TOTAL: MCR 91.777

CREW

PILOT, ASTROGATOR, PURSER, ENGINEER, GUNNERS X 2

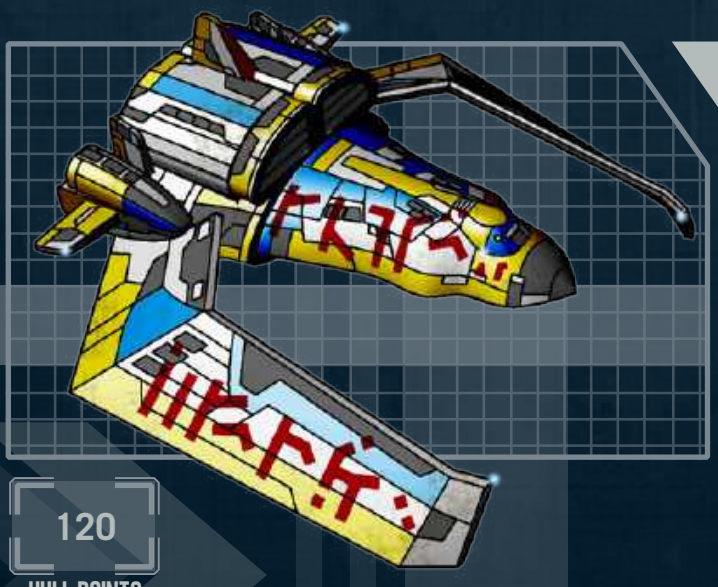
RUNNING COSTS

MAINTENANCE COST
Cr7648/month

PURCHASE COST
Mcr91.777

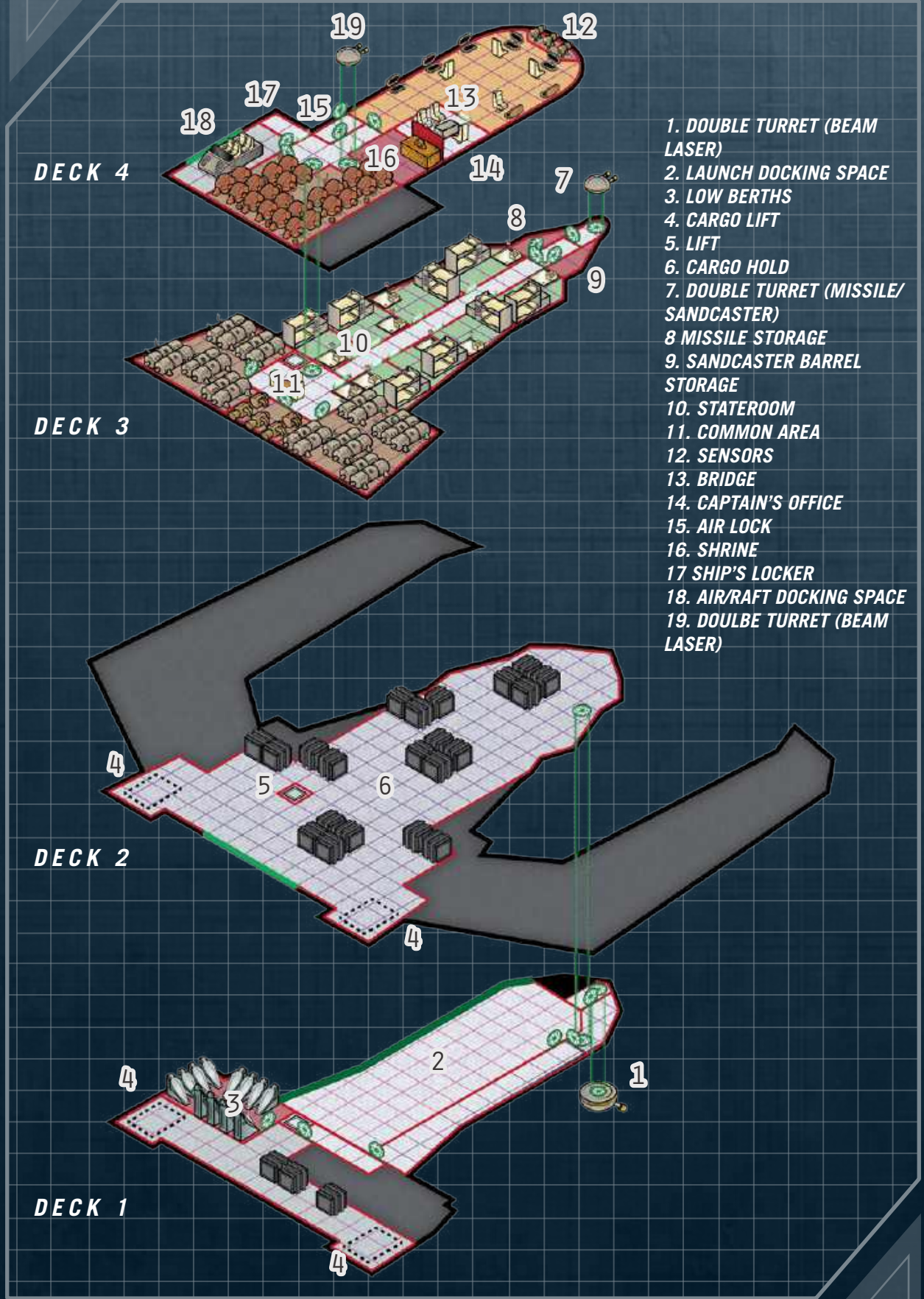
POWER REQUIREMENTS

30 MANOEUVRE DRIVE	60 BASIC SHIP SYSTEMS
60 JUMP DRIVE	1 SENSORS
19 WEAPONS	



120 HULL POINTS

A popular design inside the Hierate, especially within the Trojan Reach, the little *Aoa'iw* is a 300-ton trader that combines a sizable cargo bay with space for passengers, enough firepower to serve as a raider or defend itself from piracy, and vehicles to support a flexible mission profile. *Aoa'iws* are often owned by clans, as they are capable of performing a wide variety of tasks. On the border worlds, the *Aoa'iw* is nicknamed the 'pouncer', as it does resemble a crouching animal from certain angles.


DECK 4
DECK 3
DECK 2
DECK 1
1. DOUBLE TURRET (BEAM LASER)
2. LAUNCH DOCKING SPACE
3. LOW BERTHS
4. CARGO LIFT
5. LIFT
6. CARGO HOLD
7. DOUBLE TURRET (MISSILE/ SANDCASTER)
8 MISSILE STORAGE
9. SANDCASTER BARREL STORAGE
10. STATEROOM
11. COMMON AREA
12. SENSORS
13. BRIDGE
14. CAPTAIN'S OFFICE
15. AIR LOCK
16. SHRINE
17 SHIP'S LOCKER
18. AIR/RAFT DOCKING SPACE
19. DOULBE TURRET (BEAM LASER)

EAKHAU-CLASS TRADER

TL12		TONS	COST (MCR)
Hull	400 tons, Streamlined	-	24
M-Drive	Thrust 1	4	8
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL12), Power 165	11	11
Fuel Tanks	J-2, 4 weeks of operation	82	-
Bridge		20	2
Computer	Computer/ 5 bis	-	0.045
Sensors	Civilian Grade	1	3
Systems	Fuel Processor (20 tons/ day)	1	0.05
	Fuel Scoops	-	-
	Shrine	4	0.5
	Re-entry Capsules x 13	6.5	0.26
Staterooms	Standard x 13	52	6.5
	Low Berths x 16	8	0.8
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/0	-	-
Common Areas		12	1.2
Cargo		173.5	-

TOTAL: MCr 95.145

CREW

PILOT, ASTROGATOR, PURSER, ENGINEER

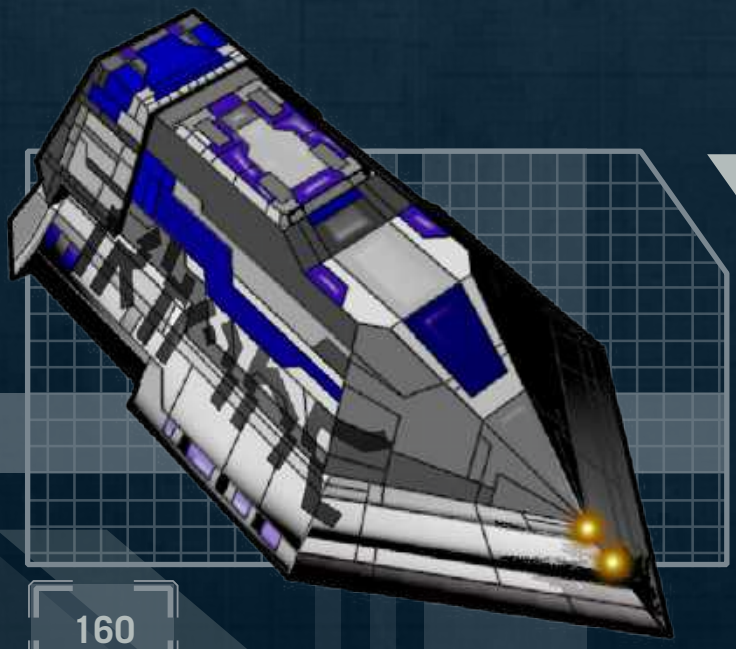
RUNNING COSTS

MAINTENANCE COST
Cr7928/month

PURCHASE COST
MCr95.145

POWER REQUIREMENTS

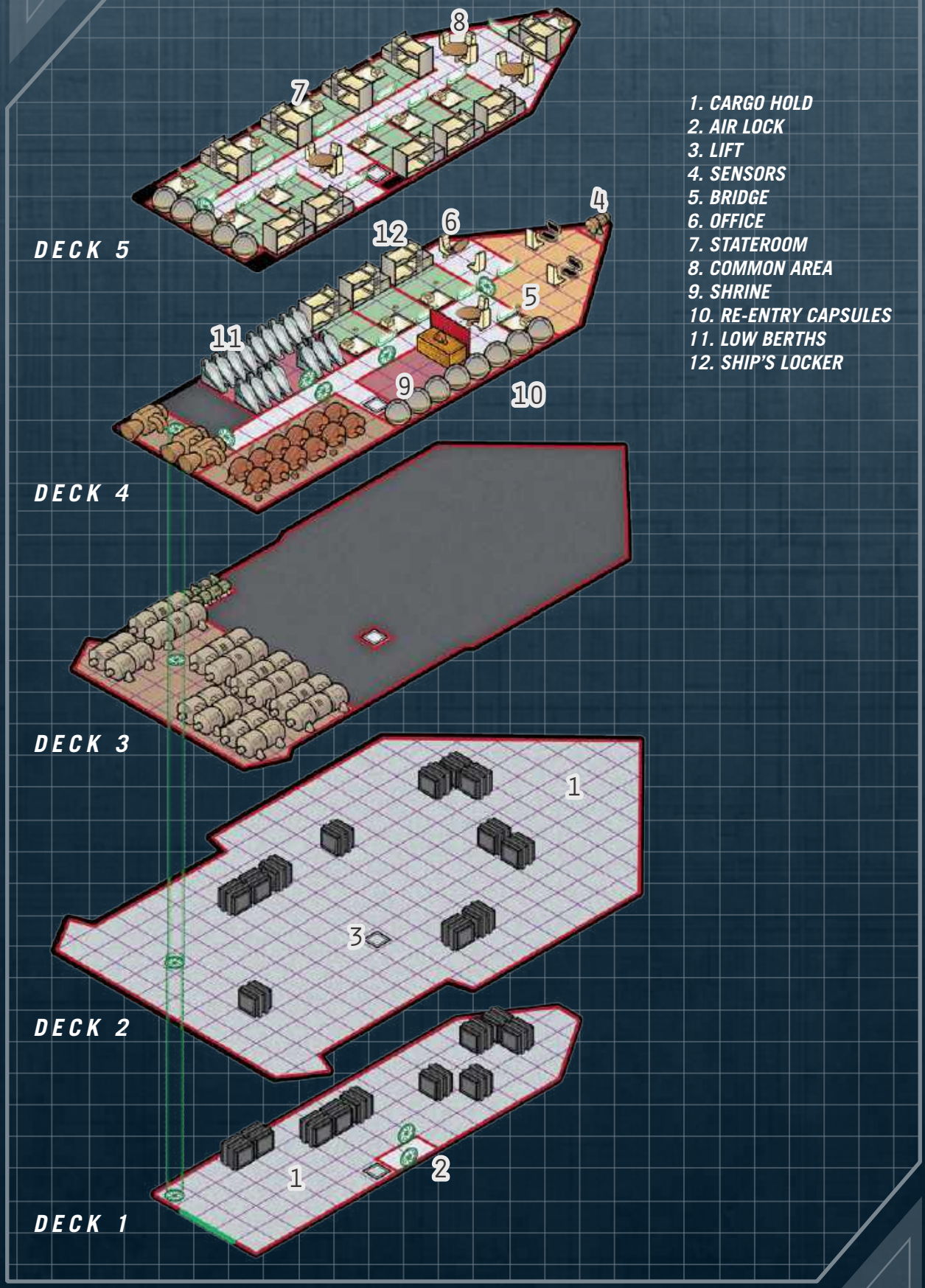
- 40 — MANOEUVRE DRIVE
- 80 — BASIC SHIP SYSTEMS
- 80 — JUMP DRIVE
- 1 — SENSORS
- 1 — FUEL PROCESSSOR



160
HULL POINTS

The *Eakhau* is an Aslan tramp trader, commonly crewed by a single family. Nomadic Aslan families travel in this fashion as part of a pride-fleet of a dozen or so ships, and whole generations can be born, live and die on these cramped vessels before the pride finds suitable territory. Out of the shipyard, eleven tons of space is unallocated but new owners quickly fill this with weapons, vehicles, and other optional extras.

The *Eakhau* is one of the few Aslan designs to carry escape pods, which are seen as inviting failure. A true warrior will never flee.


8
7
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DECK 5
DECK 4
DECK 3
DECK 2
DECK 1
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3
1
2
1. CARGO HOLD
2. AIR LOCK
3. LIFT
4. SENSORS
5. BRIDGE
6. OFFICE
7. STATEROOM
8. COMMON AREA
9. SHRINE
10. RE-ENTRY CAPSULES
11. LOW BERTHS
12. SHIP'S LOCKER

HKIYRERAO-CLASS RESEARCHER

TL14		TONS	COST (MCR)
Hull	400 tons, Streamlined	-	24
M-Drive	Thrust 1	4	8
J-Drive	Jump 3	35	52.5
Power Plant	Fusion (TL12), Power 240	16	16
Fuel Tanks	J-3, 16 weeks of operation	128	-
Bridge		20	2
Computer	Computer/25	-	10
Sensors	Improved	3	4.3
Systems	Fuel Scoops	-	-
	Fuel Processor (60 tons/day)	3	0.15
	Shrine	4	0.5
	Laboratories	40	10
	Docking Space (40 tons)	44	11
	Pinnace	-	8.732
Staterooms	Standard x 15	60	7.5
	Low Berths x 10	5	0.5
Software	Jump Control/3	-	0.3
	Library	-	-
	Manoeuvre/0	-	-
	Intellect	-	1
Common Areas		10	0.4
Cargo		28	-

TOTAL: MCr 157.832

CREW

CAPTAIN, PILOT, EXECUTIVE OFFICER/HEAD SCIENTIST, ASTROGATOR, ENGINEERS X 2

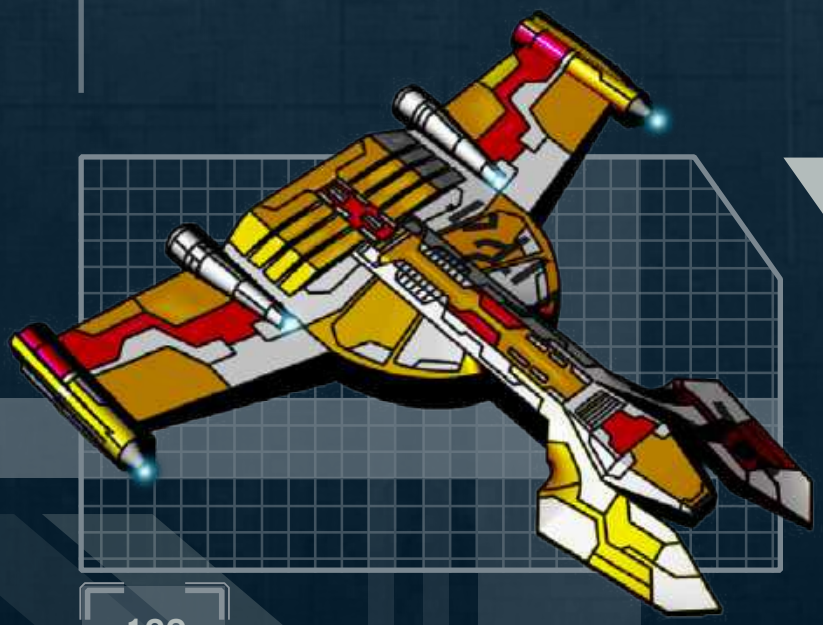
RUNNING COSTS

MAINTENANCE COST
Cr13153/month

PURCHASE COST
MCr157.832

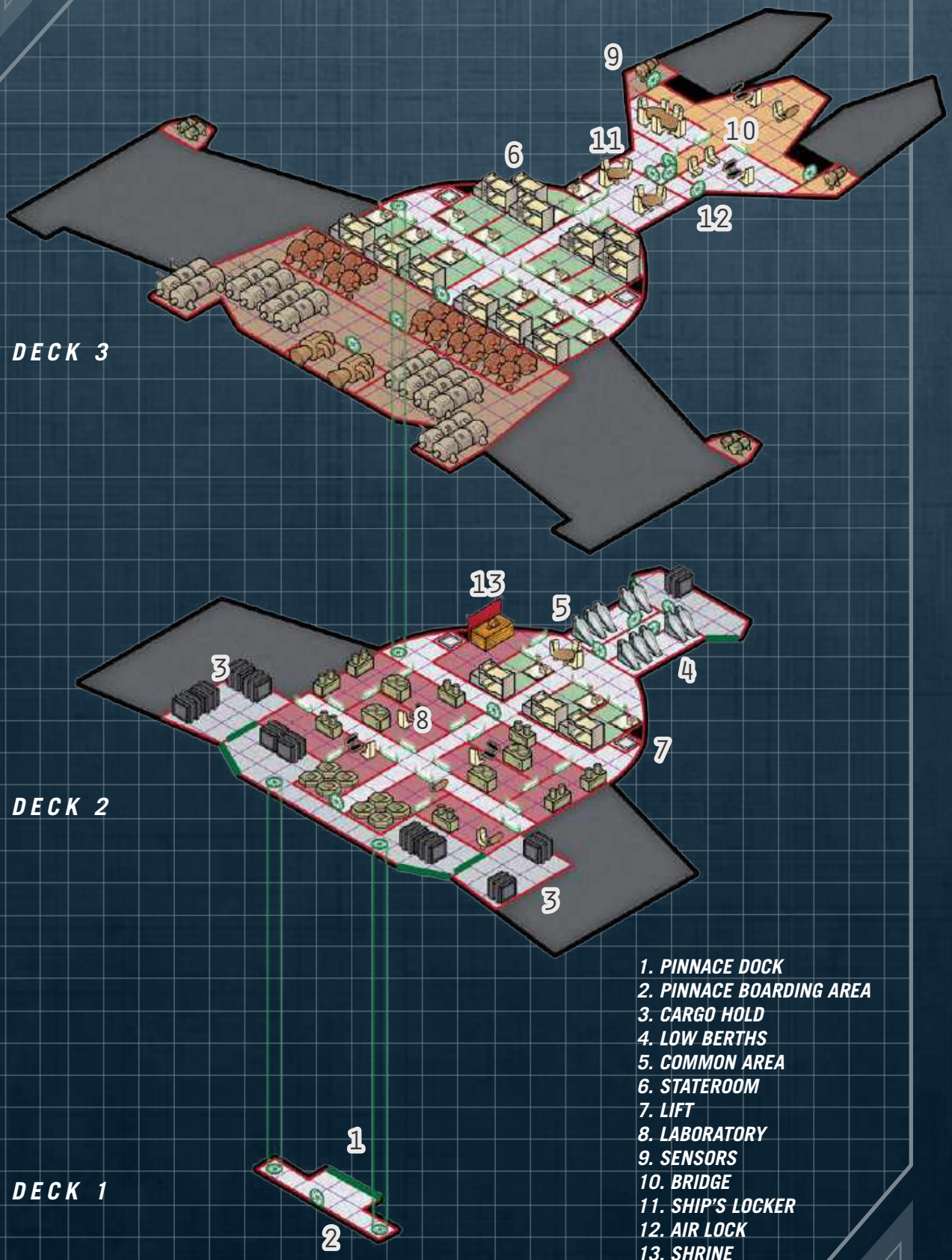
POWER REQUIREMENTS

- 40 — MANOEUVRE DRIVE
- 80 — BASIC SHIP SYSTEMS
- 120 — JUMP DRIVE
- 4 — SENSORS
- 3 — FUEL PROCESSSOR



160
HULL POINTS

Using a 400-ton hull, the *Hkiyrerao*-class researcher was designed to investigate scientific phenomena and conduct tests around newly discovered worlds. The ship carries one pinnace and one GCarrier as vehicles, along with a fully-equipped scientific laboratory that can cater to the needs of up to ten scientists.



1. PINNACE DOCK
2. PINNACE BOARDING AREA
3. CARGO HOLD
4. LOW BERTHS
5. COMMON AREA
6. STATEROOM
7. LIFT
8. LABORATORY
9. SENSORS
10. BRIDGE
11. SHIP'S LOCKER
12. AIR LOCK
13. SHRINE

KHTUKHAO-CLASS CLAN TRANSPORT

TL12		TONS	COST (MCR)
Hull	600 tons, Standard	-	30
M-Drive	Thrust 2	12	24
J-Drive	Jump 2	35	52.5
Power Plant	Fusion (TL12), Power 255	17	17
Fuel Tanks	J-2, 4 weeks of operation	122	-
Bridge		20	3
Computer	Computer/5 bis	-	0.045
Sensors	Civilian Grade	1	3
Systems	Shrine Docking Space (95 tons) Shuttle	4 105 -	0.5 26.25 15.167
Staterooms	Standard x 25 Low Berths x 30	100 15	12.5 1.5
Software	Jump Control/2 Library Manoeuvre/0	- - -	0.2 - -
Common Areas		20	2
Cargo		149	-

TOTAL: MCr 187.662

CREW

PILOT, ASTROGATOR, PURSER, ENGINEERS X 2

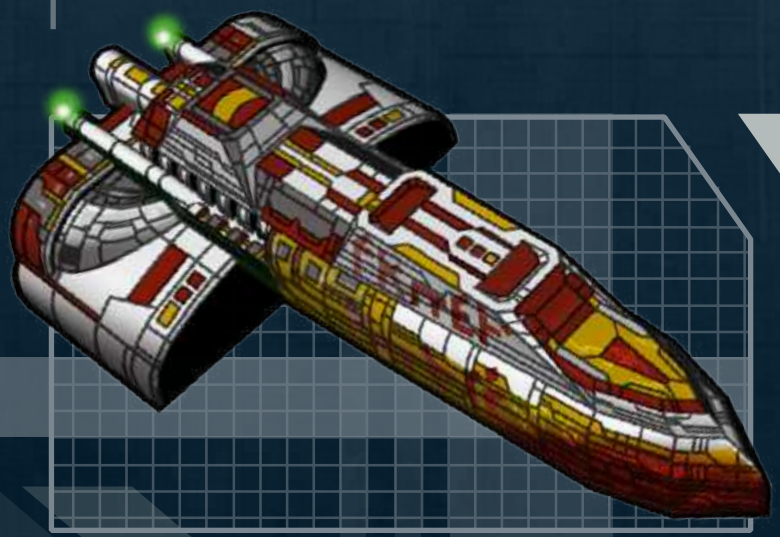
RUNNING COSTS

MAINTENANCE COST
Cr15639/month

PURCHASE COST
MCr187.662

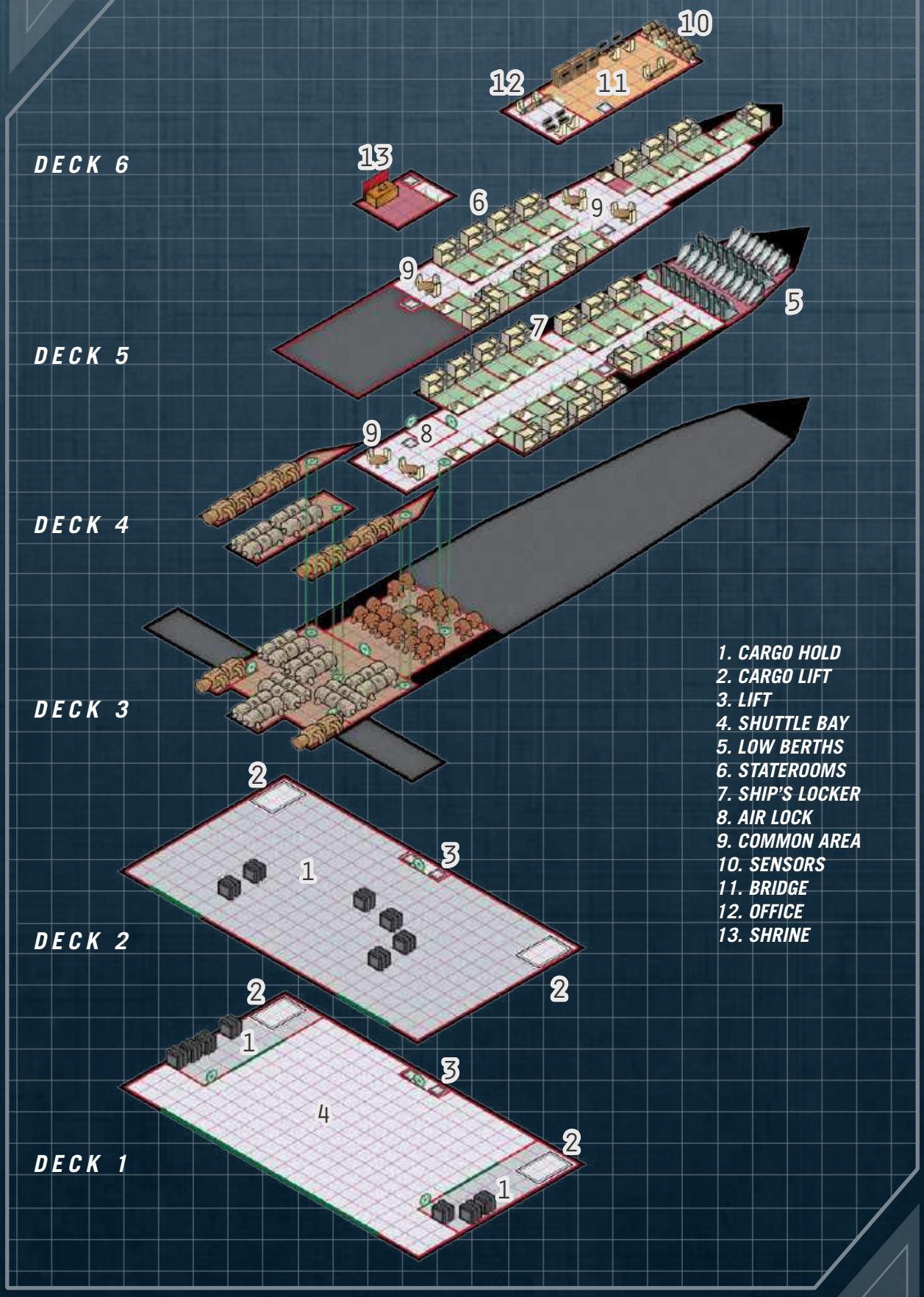
POWER REQUIREMENTS

120 MANOEUVRE DRIVE	120 BASIC SHIP SYSTEMS
120 JUMP DRIVE	1 SENSORS



240
HULL POINTS

Using a 600-ton hull, this clan transport is a large freight and passenger vessel used by clans and companies upon major trade routes. A 95-ton shuttle is carried as ship's vehicle which, with a generous passenger or cargo capacity means the transport does not require a streamlined hull itself, and the shuttle's cargo bay is often utilised to increase the total tonnage this ship can carry.


DECK 6
DECK 5
DECK 4
DECK 3
DECK 2
DECK 1
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2
1
3
4
2
1
1. CARGO HOLD
2. CARGO LIFT
3. LIFT
4. SHUTTLE BAY
5. LOW BERTHS
6. STATEROOMS
7. SHIP'S LOCKER
8. AIR LOCK
9. COMMON AREA
10. SENSORS
11. BRIDGE
12. OFFICE
13. SHRINE

OWATARL-CLASS TENDER

TL12		TONS	COST (MCR)
Hull	600 tons, Dispersed	-	15
Armour	Crystaliron, Armour 4	30	3
M-Drive	Thrust 1	6	12
J-Drive	Jump 2	35	52.5
Power Plant	Fusion (TL12), Power 255	17	17
Fuel Tanks	J-2, 4 weeks of operation	122	-
Bridge		20	3
Computer	Computer/10	-	0.16
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (beam lasers x 2, sandcaster) x 3	3	6.75
Ammunition	Sandcaster Barrels x 20	1	0.025
Systems	Shrine	4	0.5
	Docking Space (95 tons)	105	26.25
	Shuttle	-	15.167
Staterooms	Standard x 10	40	5
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/2	-	4
Common Areas		4	0.4
Cargo		211	-

TOTAL: MCr 165.027

CREW

CAPTAIN, PILOT, ASTROGATOR, PURSER/EXECUTIVE OFFICER, PILOT, ENGINEERS X 2, GUNNERS X 3

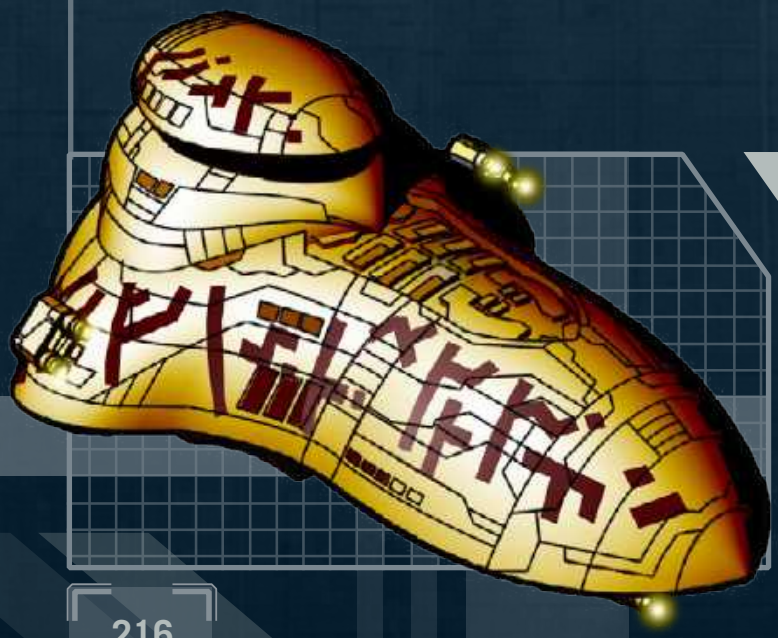
RUNNING COSTS

MAINTENANCE COST
Cr13752/month

PURCHASE COST
MCr165.027

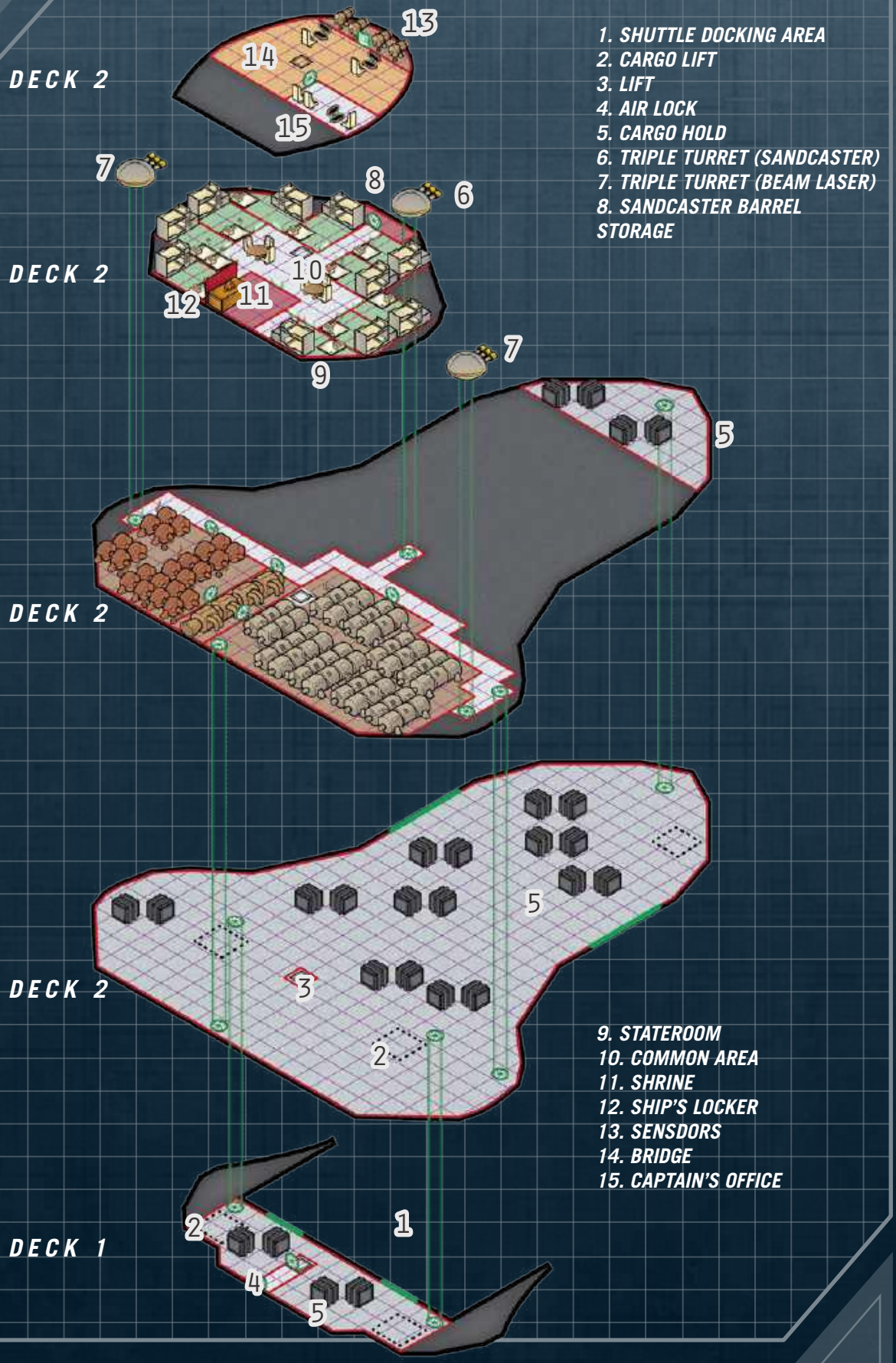
POWER REQUIREMENTS

60 MANOEUVRE DRIVE	120 BASIC SHIP SYSTEMS
120 JUMP DRIVE	2 SENSORS
27 WEAPONS	



216
HULL POINTS

The *Owatarl*-class are military tenders, but also see use as corporate freighters in regions where normal cargo ships would be vulnerable to attack. Three turrets provide basic cover, although many *Owatarls* refit some of their cargo bay to carry auxiliary fighters. The tender is unable to land, so it carries a shuttle for cargo transfer. Tenders assigned to supply other ships may replace the shuttle bay with a suite of repair drones and smaller launches.


DECK 2
DECK 2
DECK 2
DECK 2
DECK 1
1. SHUTTLE DOCKING AREA
2. CARGO LIFT
3. LIFT
4. AIR LOCK
5. CARGO HOLD
6. TRIPLE TURRET (SANDCASTER)
7. TRIPLE TURRET (BEAM LASER)
8. SANDCASTER BARREL STORAGE
9. STATEROOM
10. COMMON AREA
11. SHRINE
12. SHIP'S LOCKER
13. SENSDORS
14. BRIDGE
15. CAPTAIN'S OFFICE

EKAWSIYKUA-CLASS ESCORT

TL13		TONS	COST (MCR)
Hull	800 tons, Dispersed	-	20
M-Drive	Thrust 4	32	64
J-Drive	Jump 4	85	127.5
Power Plant	Fusion (TL12), Power 540	36	36
Fuel Tanks	J-4, 4 weeks of operation	324	-
Bridge		20	4
Computer	Computer/20	-	5
Sensors	Improved	3	4.3
Weapons	Triple Turrets (pulse lasers) x 3	3	12
	Triple Turrets (missile racks) x 3	3	9.75
	Triple Turret (sandcasters) x 2	2	3.5
Ammunition	Missiles x 240	20	-
	Sandcaster Barrels x 240	12	-
Systems	Shrine	4	0.5
	Docking Space (40 tons) x 2	88	22
	Pinnace with pulse laser x 2	-	19.664
	Docking Space (10 tons) x 5	55	13.75
	Light Fighters x 5	-	39
Staterooms	Standard x 20	80	10
Software	Jump Control/4	-	0.4
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/4	-	8
Common Areas		14	1.4
Cargo		19	-

TOTAL: MCr 400.464

CREW

CAPTAIN, PILOT, ASTROGATOR, PURSER/EXECUTIVE OFFICER, OFFICERS X 3, PILOTS X 7, MEDIC, ENGINEERS X 5, MAINTENANCE, GUNNERS X 10, MARINES X 10

RUNNING COSTS

MAINTENANCE COST
Cr33372/month

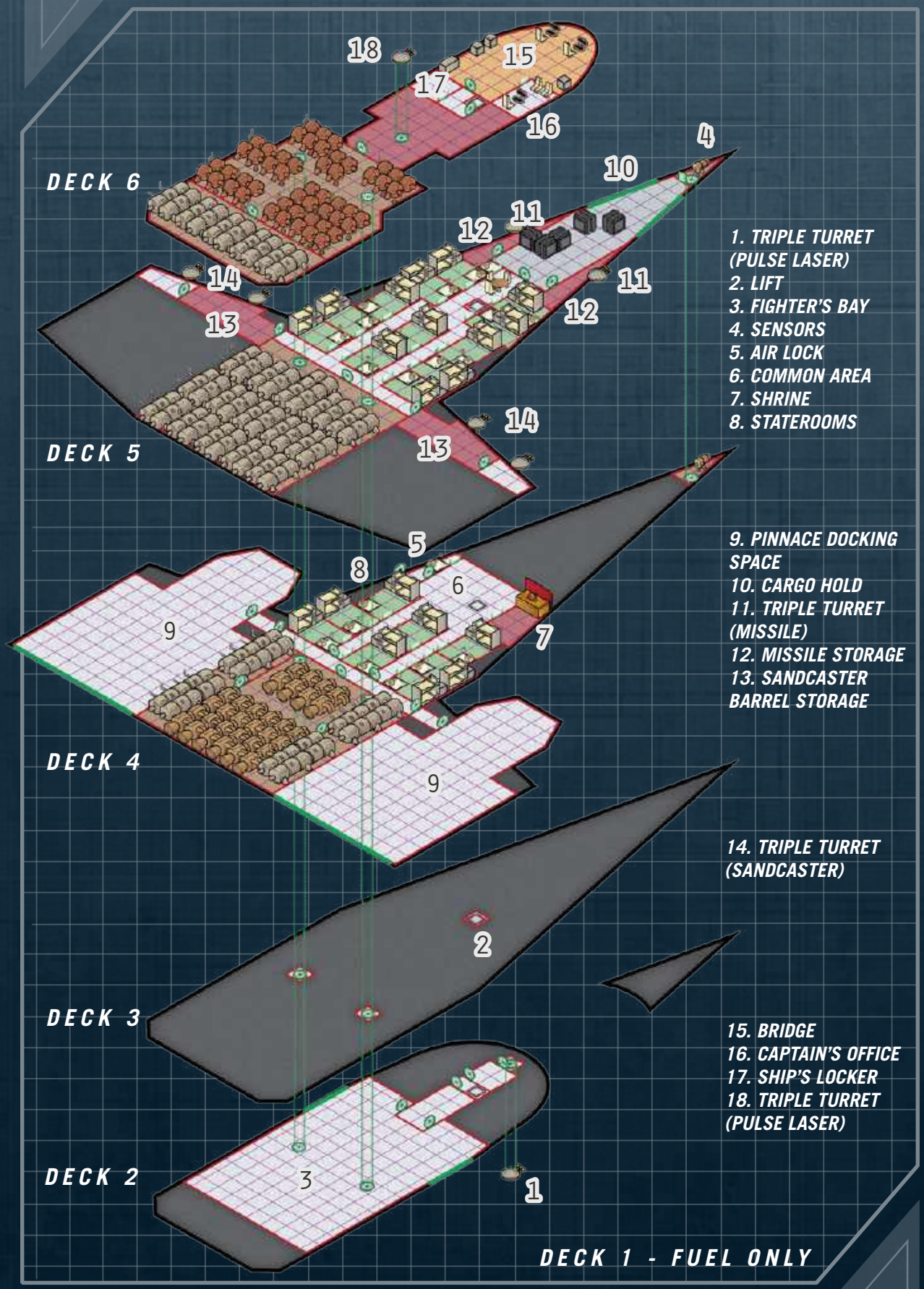
PURCHASE COST
MCr400.464

POWER REQUIREMENTS

320 MANOEUVRE DRIVE	160 BASIC SHIP SYSTEMS
320 JUMP DRIVE	4 SENSORS
44 WEAPONS	

288
HULL POINTS

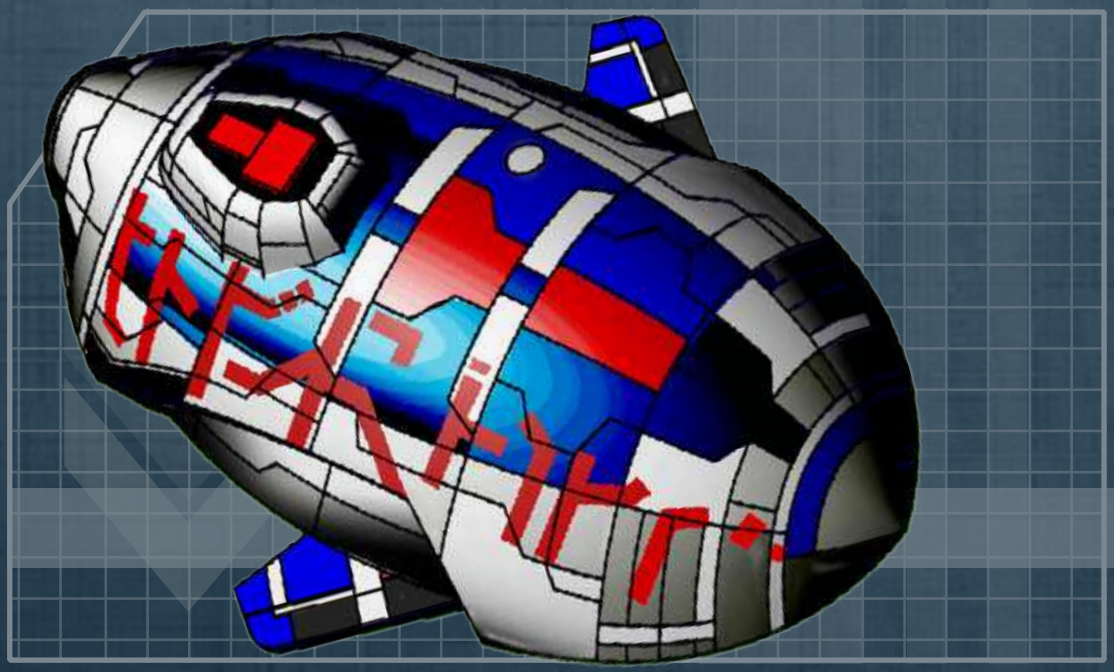
Using an 800-ton hull, the *Ekawisykua*-class escort is a military vessel employed by clans for space patrol and combat duties, and are often encountered alongside Aslan freighters. Eight triple turrets mount three triple lasers, three triple missile racks, and two triple sandcasters, while inside the ship carries two armed pinnaces and five fighters for scouting and patrol duties.


DECK 6
DECK 5
DECK 4
DECK 3
DECK 2
DECK 1 - FUEL ONLY
1. TRIPLE TURRET (PULSE LASER)
2. LIFT
3. FIGHTER'S BAY
4. SENSORS
5. AIR LOCK
6. COMMON AREA
7. SHRINE
8. STATEROOMS
9. PINNACE DOCKING SPACE
10. CARGO HOLD
11. TRIPLE TURRET (MISSILE)
12. MISSILE STORAGE
13. SANDCASTER BARREL STORAGE
14. TRIPLE TURRET (SANDCASTER)
15. BRIDGE
16. CAPTAIN'S OFFICE
17. SHIP'S LOCKER
18. TRIPLE TURRET (PULSE LASER)

AOSITAOH-CLASS CRUISER

TL12		TONS	COST (MCR)
Hull	1,000 tons, Streamlined	-	60
Armour	Crystaliron, Armour 6	75	18
M-Drive	Thrust 4	40	80
J-Drive	Jump 3	80	120
Power Plant	Fusion (TL12), Power 705	47	47
Fuel Tanks	J-3, 4 weeks of operation	305	-
Bridge	Holographic Controls	20	6.25
Computer	Computer/20	-	5
Sensors	Improved	3	4.3
Weapons	Triple Turrets (pulse lasers) x 6	6	24
	Triple Turrets (missile racks) x 3	3	9.75
	Triple Turret (sandcasters)	1	1.75
Ammunition	Missiles x 216	18	-
	Sandcaster Barrels x 120	6	-
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	-	-
	Shrine	4	0.5
	Docking Space (40 tons) x 2	88	22
	Pinnace x 2	-	17.464
	Docking Space (4 tons) x 2	10	2.5
	Air/rafts x 2	-	0.52
	Docking Space (10 tons) x 4	44	11
	ATVs x 4	-	0.216
Staterooms	Standard x 54	216	27
Software	Jump Control/3	-	0.3
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/4	-	8
Common Areas		18	1.8
Cargo		13	-

TOTAL: MCr 467.48



400
HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, PURSER/ EXECUTIVE OFFICER, PILOTS X 2, ENGINEERS X 5, MAINTENANCE X 2, GUNNERS X 10, MARINES X 80

RUNNING COSTS

MAINTENANCE COST
Cr38957/month

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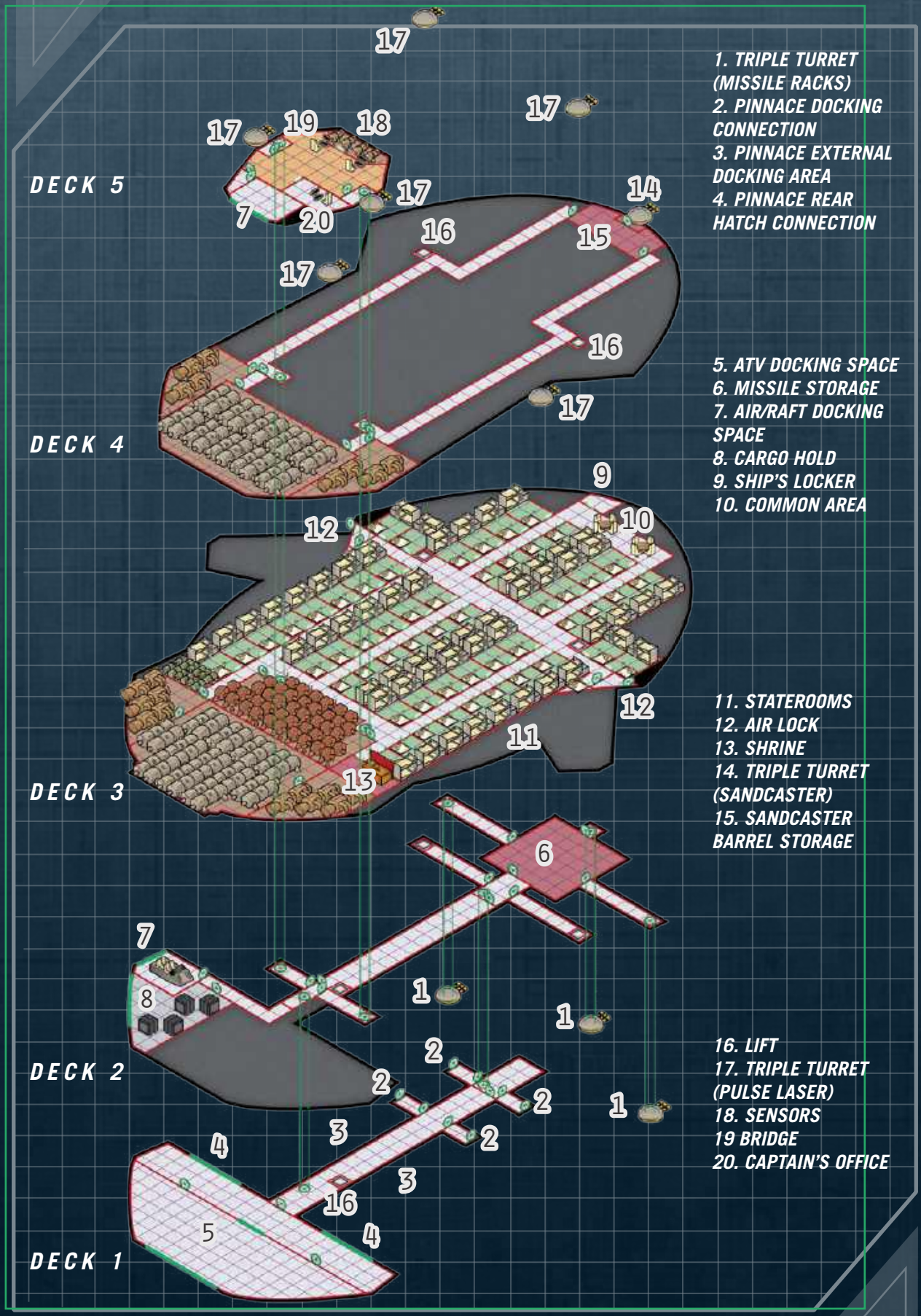
PURCHASE COST
MCr4567.48

POWER REQUIREMENTS

400 MANOEUVRE DRIVE	200 BASIC SHIP SYSTEMS
300 JUMP DRIVE	4 SENSORS
82 WEAPONS	3 FUEL PROCESSOR

Using a 1000-ton hull, the *Aositaoh*-class cruiser is built for small-scale clan troop transport and combat operations. Ten triple turrets are installed, typically mounting six triple beam lasers, three triple missile racks, and one triple sandcaster. The ship also carries a launch, two pinnaces, four ATVs, and four air/rafts; the pinnaces can each carry two ATVs, allowing the cruiser to deploy a considerable fighting force comprising two full platoons from orbit.

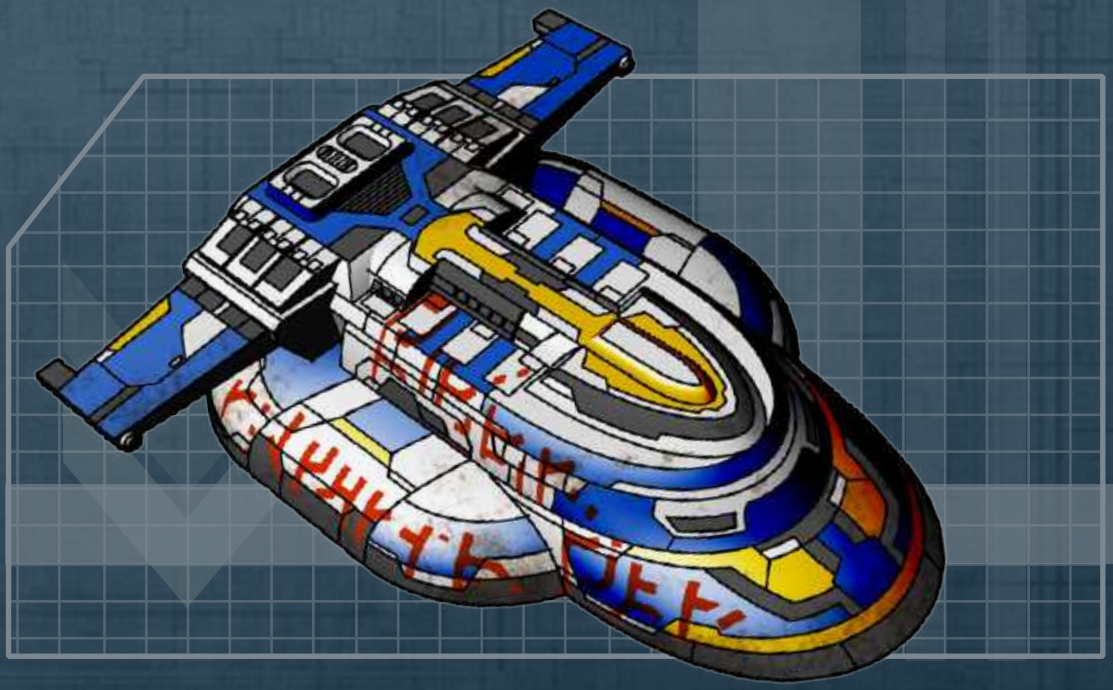
Both this ship and the *Ekawsiykua*-class escort have low cargo capacities for their size, and are often accompanied by *Owatarl*-class tenders.


DECK 5
DECK 4
DECK 3
DECK 2
DECK 1
1. TRIPLE TURRET (MISSILE RACKS)
2. PINNACE DOCKING CONNECTION
3. PINNACE EXTERNAL DOCKING AREA
4. PINNACE REAR HATCH CONNECTION
5. ATV DOCKING SPACE
6. MISSILE STORAGE
7. AIR/RAFT DOCKING SPACE
8. CARGO HOLD
9. SHIP'S LOCKER
10. COMMON AREA
11. STATEROOMS
12. AIR LOCK
13. SHRINE
14. TRIPLE TURRET (SANDCASTER)
15. SANDCASTER BARREL STORAGE
16. LIFT
17. TRIPLE TURRET (PULSE LASER)
18. SENSORS
19 BRIDGE
20. CAPTAIN'S OFFICE

HKISYELEAA-CLASS SLAVER

TL12		TONS	COST (MCR)
Hull	1,000 tons, Streamlined	-	60
M-Drive	Thrust 2	20	40
J-Drive	Jump 2	55	82.5
Power Plant	Fusion (TL12), Power 510	34	34
Fuel Tanks	J-2, 4 weeks of operation	204	-
Bridge		20	5
Computer	Computer/5 bis	-	0.045
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (beam laser, missile rack, sandcaster) x 3	3	7.5
Ammunition	Missiles x 36	3	-
	Sandcaster Barrels x 60	3	-
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	-	-
	Shrine	4	0.5
	Docking Space (10 tons) x 8	88	22
	ATVs x 8	-	0.432
Staterooms	Standard x 12	48	6
	Low Berths x 750	375	37.5
Software	Jump Control/2	-	0.2
	Library	-	-
	Manoeuvre/0	-	-
Common Areas		24	2.4
Cargo		114	-

TOTAL: MCR 302.327



400

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, PURSER, PILOT, ENGINEERS X 4, MAINTENANCE, GUNNERS X 3

RUNNING COSTS

MAINTENANCE COST
Cr25194/month

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PURCHASE COST
MCr302.327

POWER REQUIREMENTS

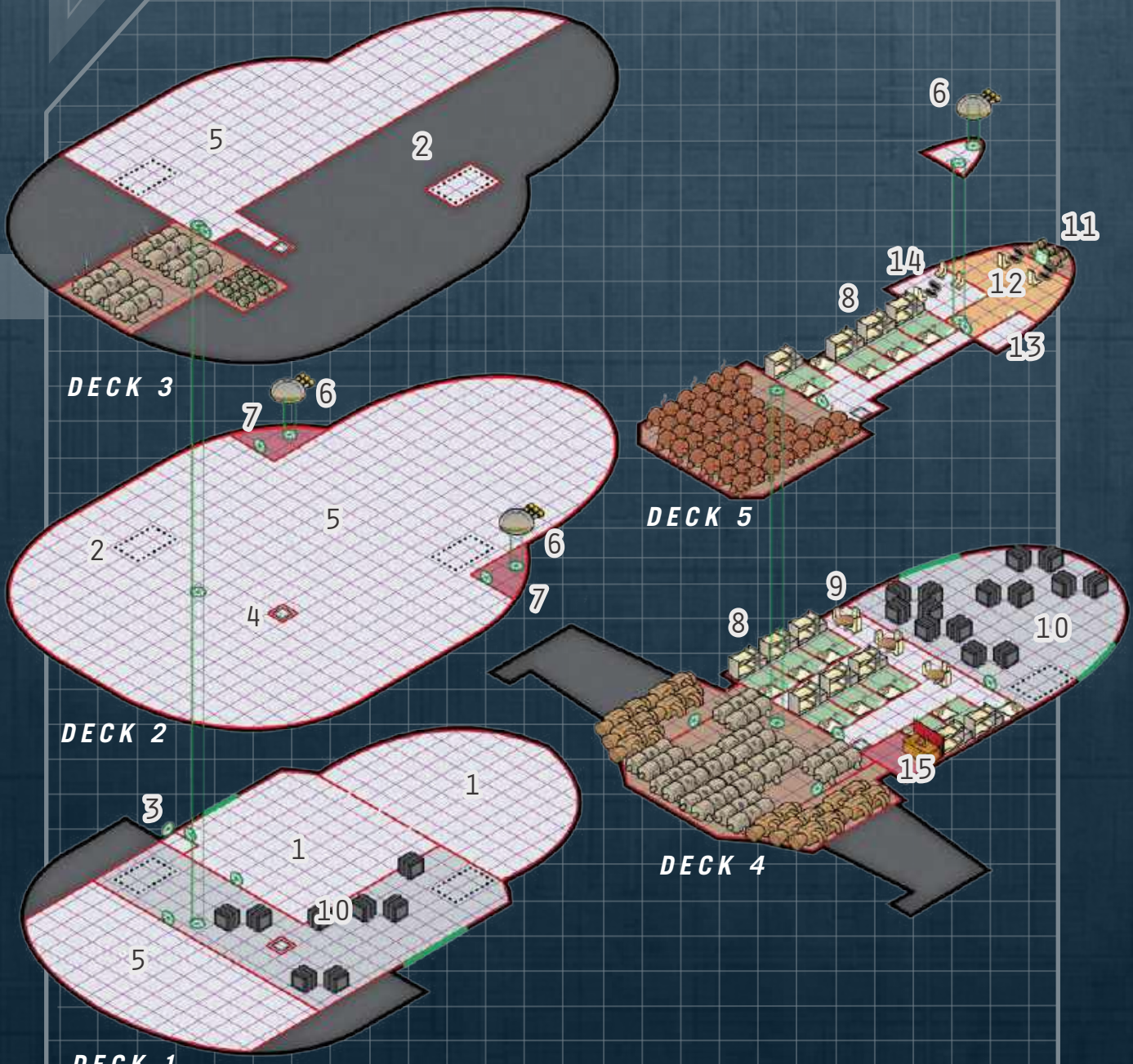
200 MANOEUVRE DRIVE	200 BASIC SHIP SYSTEMS
200 JUMP DRIVE	4 SENSORS
15 WEAPONS	3 FUEL PROCESSOR
75 LOW BERTHS	

The slaver is commonly associated with the Glorious Empire, but it can be found throughout the Hierate. They are converted agricultural transports, with the low berths designed for freezing large food animals. A *Hkisyeleaa* would land on an agricultural planet and load up on hundreds of live animals, taking them to be devoured by rich nobles.

The Glorious Empire has adapted their *Hkisyeleaas* for slave raiding. Unfortunate humans are captured by Aslan raiders riding ATVs and thrown into the freezing chambers. A fully-stocked Slaver can carry more than 1,500 slaves if the captain is willing to cram as many bodies as possible into the low berths; 750 is more of a safe number. Slavers are comparatively lightly armed and have little protection from attackers, so are normally escorted by more combat-ready ships.

OVERCROWDING LOW BERTHS

Only the most callous captain would intentionally set out to squeeze two bodies into one low berth, as this is highly dangerous and subjects are unlikely to survive without the best medical treatment available upon their awakening. A low berth subjected to double occupancy will inflict DM-4 to any Medic check used to revive its occupants

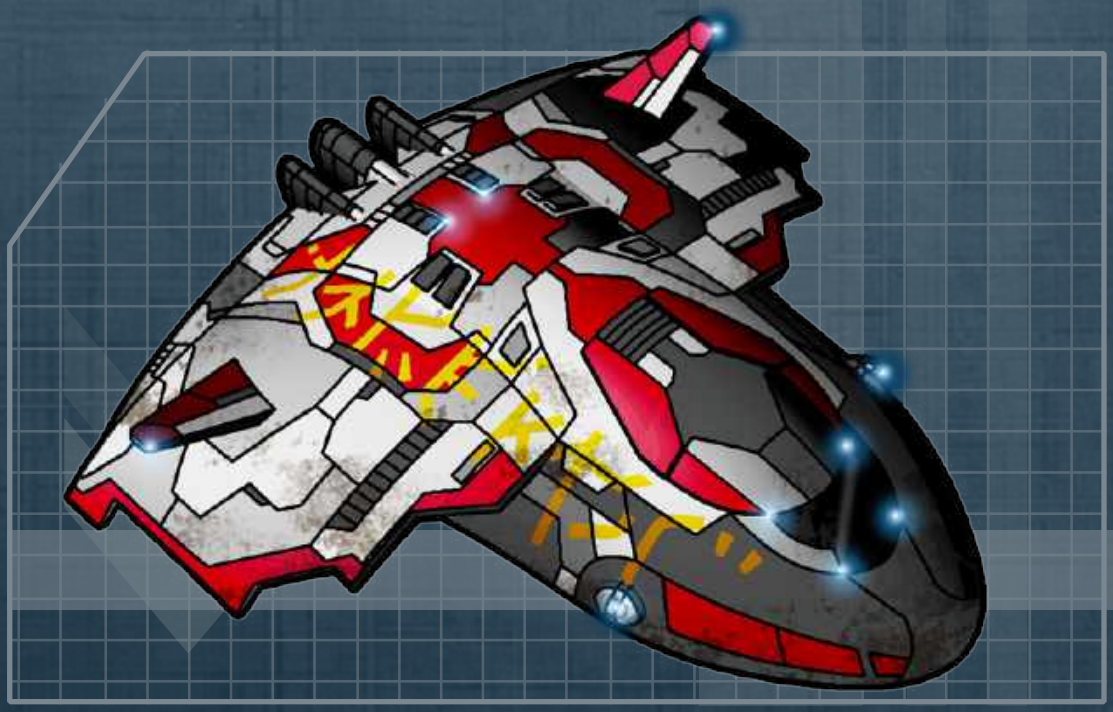


1. ATV BAY
2. CARGO LIFT
3. AIR LOCK
4. LIFT
5. LOW BERTHS UNITS
6. TRIPLE TURRET (BEAM LASER/MISSILE/SANDCASTER)
7. MISSILE AND SANDCASTER BARREL STORAGE
8. STATEROOMS
9. COMMON AREA
10. CARGO HOLD
11. SENSORS
12. BRIDGE
13. SHIP'S LOCKER
14. CAPTAIN'S OFFICE
15. SHRINE

HALAHEIKE-CLASS POCKET WARSHIP

TL14		TONS	COST (MCR)
Hull	1,200 tons, Streamlined, Reinforced	-	108
Armour	Bonded Superdense, Armour 10	96	86.4
M-Drive	Thrust 3	36	72
J-Drive	Jump 3	95	142.5
Power Plant	Fusion (TL12), Power 720	48	48
Fuel Tanks	J-3, 4 weeks of operation	364	-
Bridge	Holographic Controls	40	7.5
Computer	Computer/30 fib	-	30
Sensors	Improved	3	4.3
Weapons	Small Particle Beam Bay x 2	100	40
	Triple Turrets (beam lasers) x 4	4	10
	Triple Turret (missile racks x 2, sandcaster) x 6	6	16.5
Ammunition	Missiles x 360	30	-
	Sandcaster Barrels x 240	12	-
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	-	-
	Shrine	4	0.5
	Docking Space (10 tons) x 10	110	27.5
	Light Fighter x 10	-	78
	Docking Space (20 tons) x 2	44	11
	Launch x 2	-	11.214
Staterooms	Standard x 30	120	15
Software	Jump Control/3	-	0.3
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/5	-	10
Common Areas		20	2
Cargo		65	-

TOTAL: MCr 720.864



528
HULL POINTS

CREW

CAPTAIN, PILOTS X 14, ASTROGATOR, EXECUTIVE OFFICER, OFFICERS X 3, ENGINEERS X 5, MAINTENANCE X 3, GUNNERS X 12

RUNNING COSTS

MAINTENANCE COST
Cr60072/month

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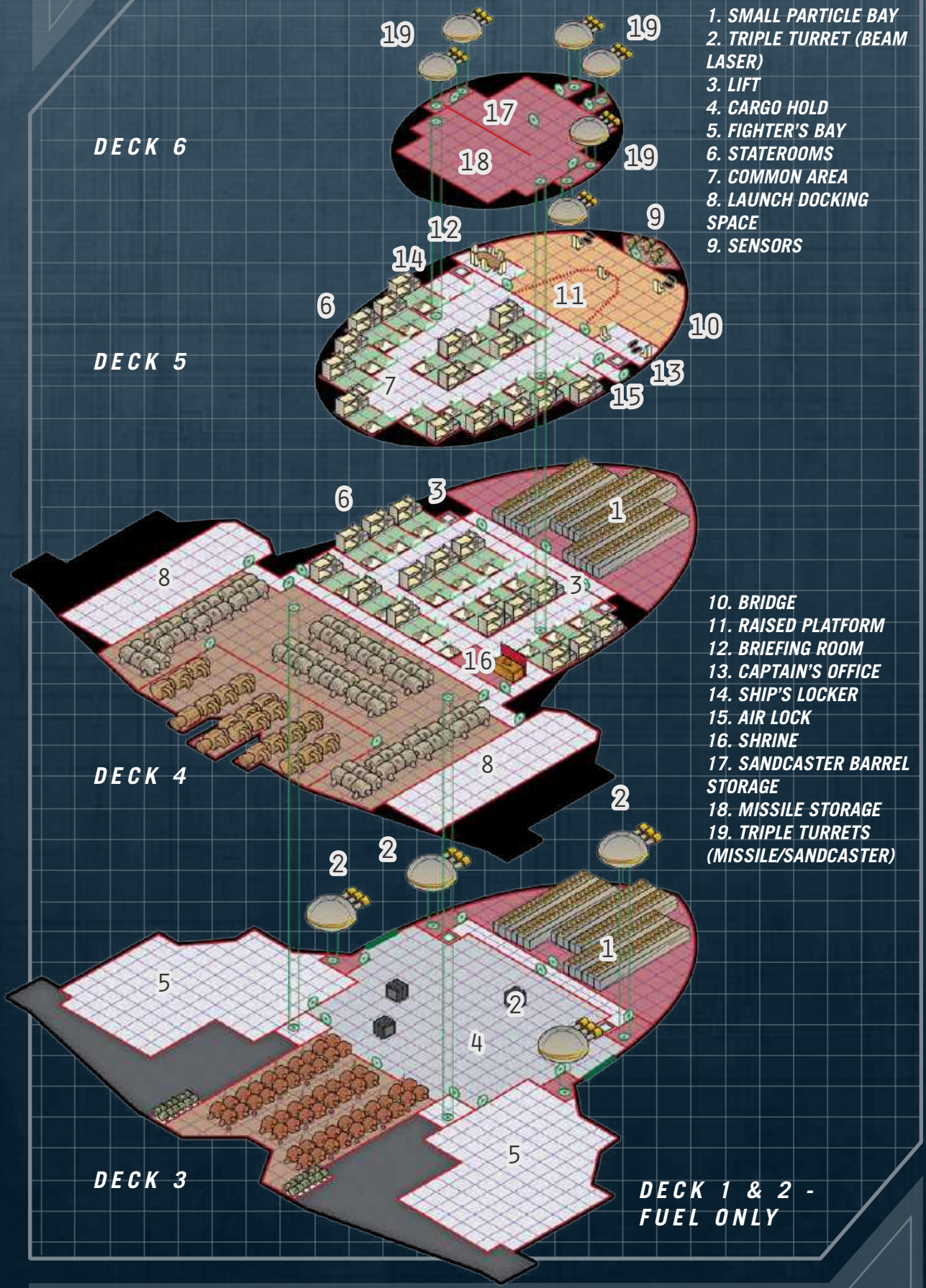
PURCHASE COST
MCr720.864

POWER REQUIREMENTS

360 MANOEUVRE DRIVE	240 BASIC SHIP SYSTEMS
360 JUMP DRIVE	4 SENSORS
112 WEAPONS	3 FUEL PROCESSOR

This so-called 'pocket warship' is a 1,200-ton spacecraft used by smaller clans for military operations. The *Halaheike* is heavily armed for its size, with a range of missile racks, lasers and particle beams, and carries a fighter complement of ten fighters and two launches for boarding actions and customs inspections. Some owners convert the cargo bay to hold troops or some 200 low berths (though this will put a serious strain on the power plant), allowing the *Halaheike* to serve as a troop transport.

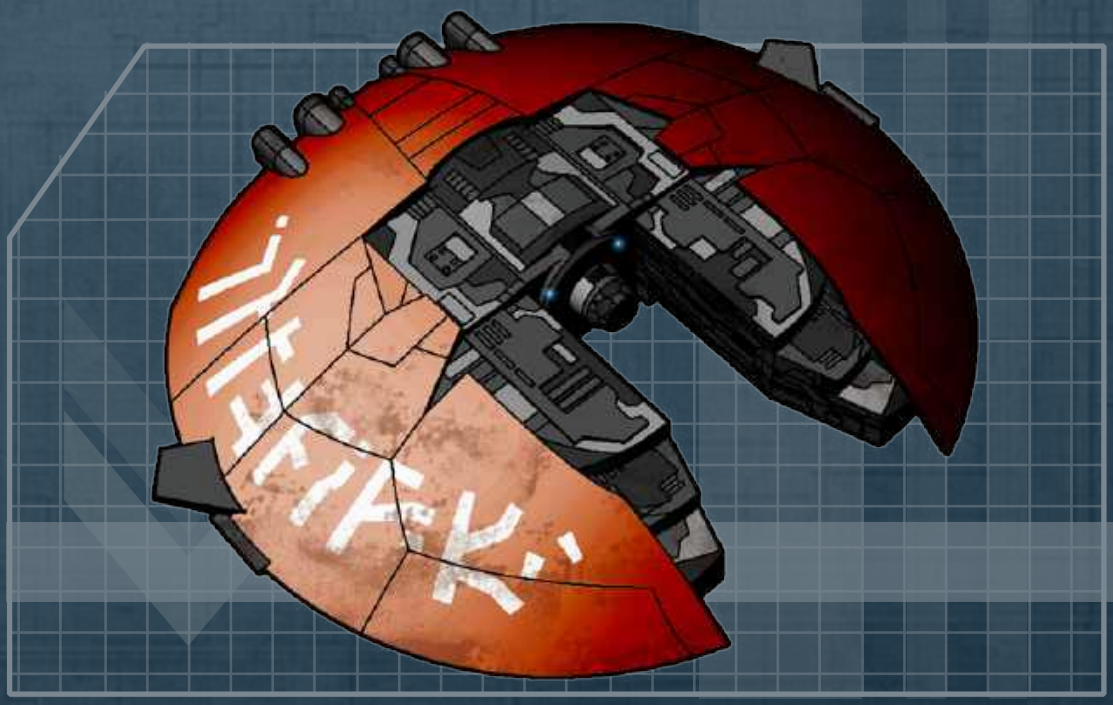
The design is known for maintenance issues and jump drive failures, but the vessel's main problem is that it tries to do too much in one package, requiring the most advanced Aslan technology just to function. The *Halaheike* might be a carrier, assault cruiser, system defence boat and troop carrier all in one, but is sub-par in all those roles. Larger clans that can afford specialist vessels rarely field *Halaheikes*.


DECK 6
DECK 5
DECK 4
DECK 3
DECK 1 & 2 - FUEL ONLY
1. SMALL PARTICLE BAY
2. TRIPLE TURRET (BEAM LASER)
3. LIFT
4. CARGO HOLD
5. FIGHTER'S BAY
6. STATEROOMS
7. COMMON AREA
8. LAUNCH DOCKING SPACE
9. SENSORS
10. BRIDGE
11. RAISED PLATFORM
12. BRIEFING ROOM
13. CAPTAIN'S OFFICE
14. SHIP'S LOCKER
15. AIR LOCK
16. SHRINE
17. SANDCASTER BARREL STORAGE
18. MISSILE STORAGE
19. TRIPLE TURRETS (MISSILE/SANDCASTER)

SAKHAI-CLASS ASSAULT CARRIER

TL12		TONS	COST (MCR)
Hull	2,000 tons, Streamlined, Reinforced	-	180
Armour	Crystaliron, Armour 8	200	72
M-Drive	Thrust 3	60	120
J-Drive	Jump 3	155	232.5
Power Plant	Fusion (TL12), Power 1500	100	100
Fuel Tanks	J-3, 4 weeks of operation	610	-
Bridge		40	12.5
Computer	Computer/25	-	10
Sensors	Improved	3	4.3
Weapons	Medium Fusion Gun Bay	100	16
	Small Missile Bays x 2	100	24
	Particle Barbettes x 3	15	24
	Triple Turrets (beam lasers) x 6	6	15
	Triple Turret (sandcasters) x 5	5	8.75
Ammunition	Missiles x 600	50	-
	Sandcaster Barrels x 120	6	-
Systems	Fuel Processor (120 tons/day)	6	0.03
	Fuel Scoops	-	-
	Shrine	4	0.5
	Armoury	32	8
	Briefing Room	4	0.5
Staterooms	Standard x 17	68	8.5
	Barracks x 160	320	8
	Low Berths x 200	100	10
Software	Jump Control/2	-	0.3
	Library	-	-
	Manoeuvre/0	-	-
	Fire Control/5	-	10
Common Areas		12	1.2
Cargo		6	-

TOTAL: MCR 857.15



880

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, PURSER/EXECUTIVE OFFICER, OFFICERS X 18, PILOTS X 2, ENGINEERS X 5, MAINTENANCE X 4, GUNNERS X 18, MARINES X 160

RUNNING COSTS

MAINTENANCE COST
Cr71,429/month

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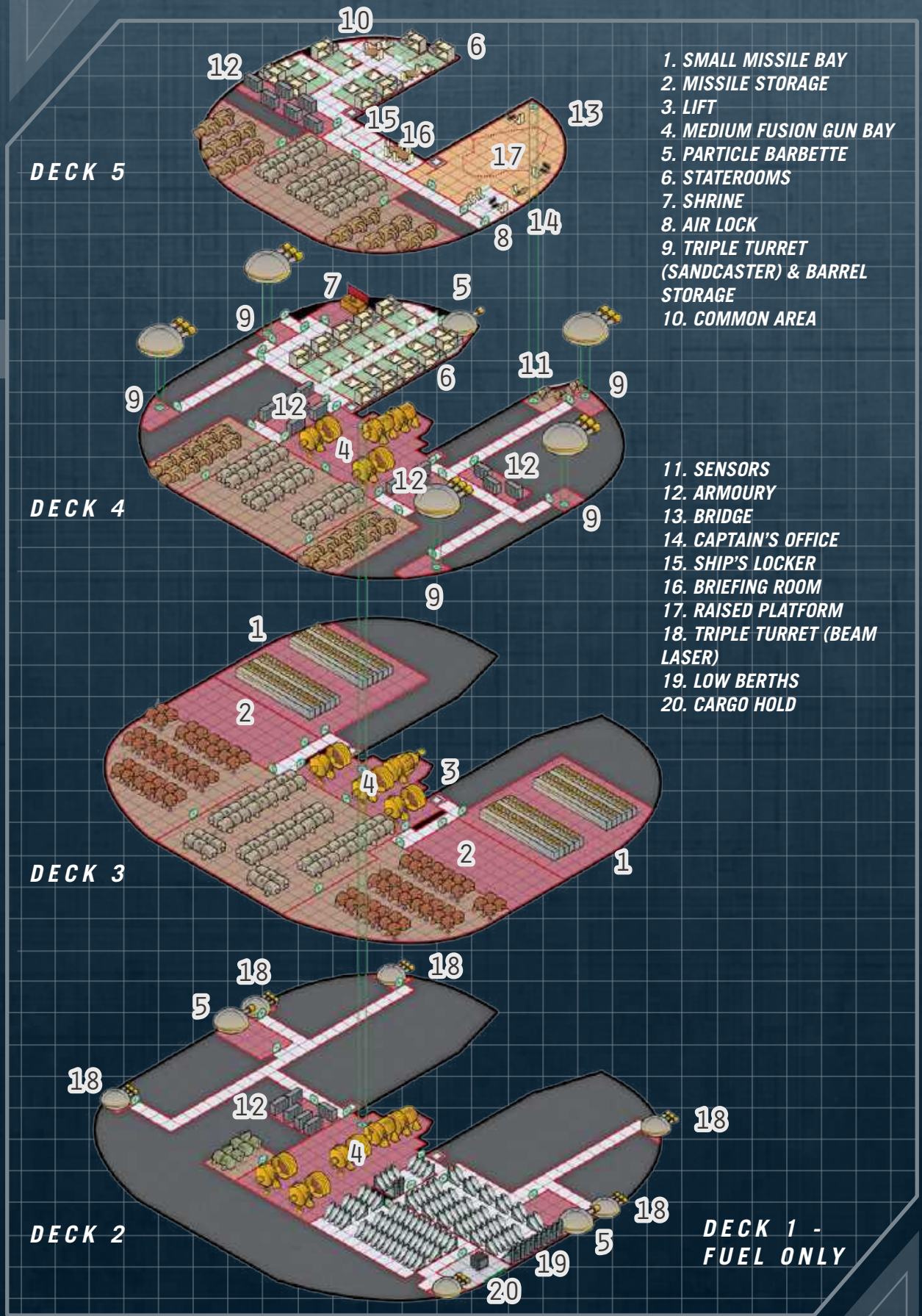
PURCHASE COST
MCr857.15

POWER REQUIREMENTS

600	400
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
600	4
JUMP DRIVE	SENSORS
218	6
WEAPONS	FUEL PROCESSOR

These heavy carriers are designed for invasions and open wars. If a *Sakhai* appears in the skies over a world, then it will be under the claw in a matter of days. The *Sakhai*'s distinctive 'horseshoe' profile allows its batteries of beam lasers and missile racks to rake targets on either side, while protecting the mighty fusion bay mounted in the centre. It can carry one hundred and sixty marines in addition to its normal 40-person crew; there are another two hundred low berths for frozen troops or captives.

While the *Sakhai* is capable of landing on a planet, it takes a skilled hand at the controls and a dedicated team of engineers to keep the ship spaceworthy after touching down. A bad landing can warp the ship's dorsal struts, effectively crippling it. Many far flung Aslan outposts have a downed *Sakhai* at their hearts.



1. SMALL MISSILE BAY
2. MISSILE STORAGE
3. LIFT
4. MEDIUM FUSION GUN BAY
5. PARTICLE BARBETTE
6. STATEROOMS
7. SHRINE
8. AIR LOCK
9. TRIPLE TURRET (SANDCASTER) & BARREL STORAGE
10. COMMON AREA
11. SENSORS
12. ARMOURY
13. BRIDGE
14. CAPTAIN'S OFFICE
15. SHIP'S LOCKER
16. BRIEFING ROOM
17. RAISED PLATFORM
18. TRIPLE TURRET (BEAM LASER)
19. LOW BERTHS
20. CARGO HOLD

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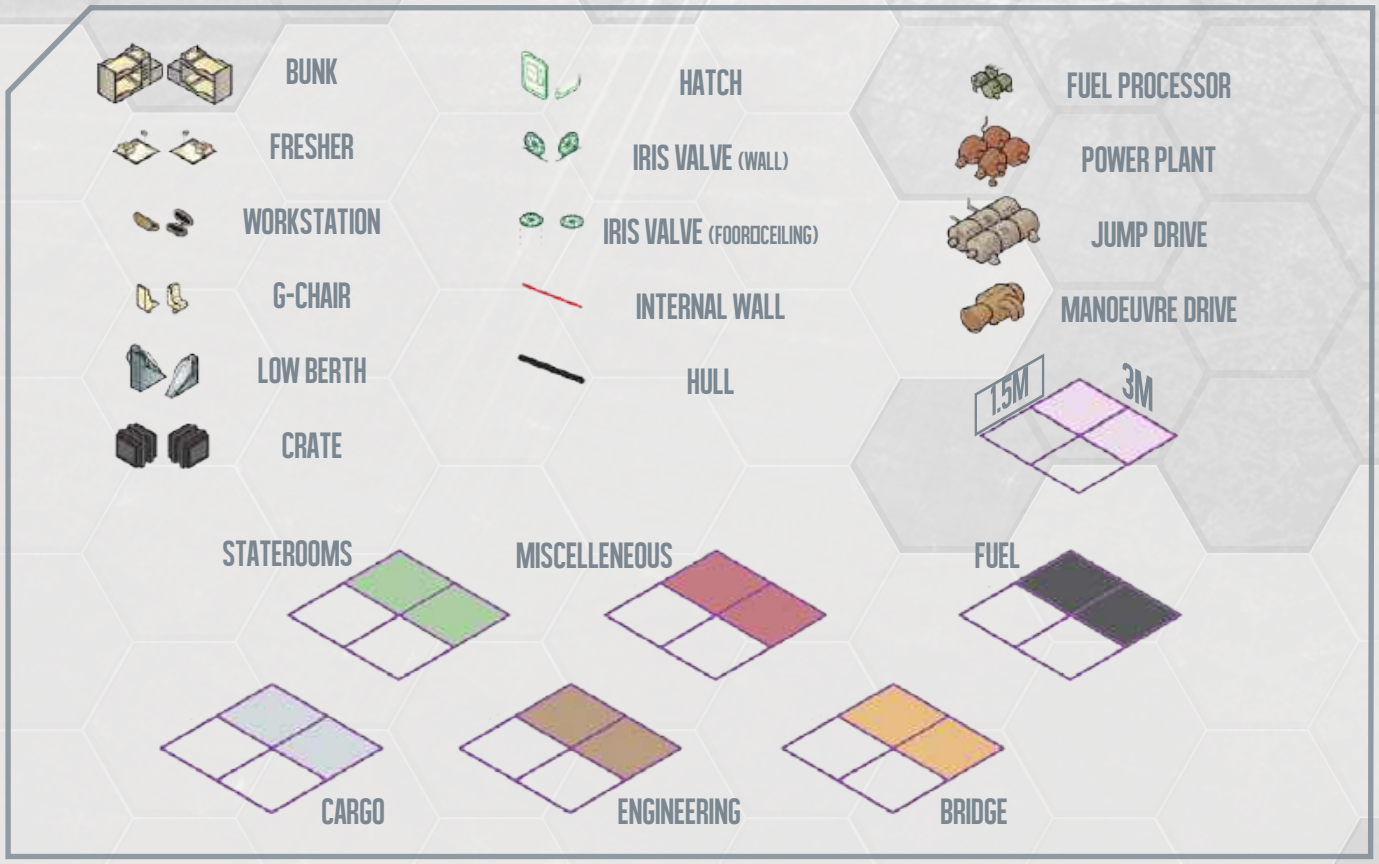
ISOMETRIC FLOORPLAN & DECKPLAN KEY